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INDEPENDENT SUPER NINTENDO MAGAZINE

SUPER PLAY

ISSUE 10

AUGUST 1993

REVIEWED!

BUBSY
STRIKER
SHADOWRUN
SUPER TURRICAN
And lots more!

SHOCK!

What's *really* happened to SNES CD?

FINAL FIGHT 2

Can Capcom's *other* beat-'em-up keep up with *Street Fighter II*?

CES!

FX TRAX! MARIO & WARIO!
ALL THE HOT GAMES FROM AMERICA'S
BIGGEST
SHOW!

NEW! TROUBLESHOOTER!

SNES PROBLEMS? WE SHOW YOU HOW TO FIX 'EM!

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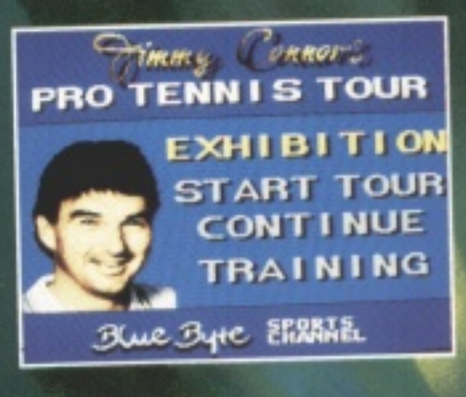
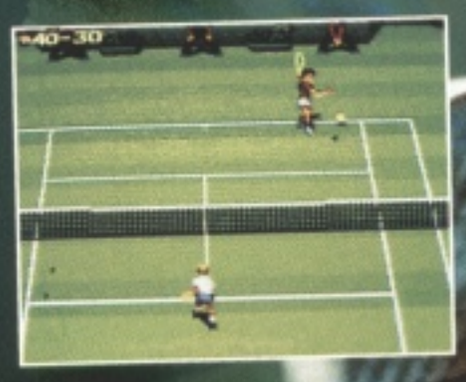
Jimmy Connors

PRO TENNIS TOUR





"It's fast, it's fun, it's simply brilliant... The best tennis game on the SNES"
C&VG 93%

"...All the shots that you could want in a tennis game are here in Jimmy Connors"
TOTAL 93%

"This is an Ace game!"
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SUPER PLAY

Issue 10 August 1993

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Future PUBLISHING

SUPER PLAY EDITORIAL

FROM THE BIG CHAIR

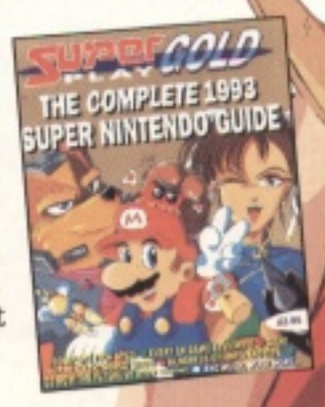
Our full contents listing starts just over the page

SWEET HOME CHICAGO

Thoughts from this Summer's CES

Whooo! It's been a busy month, this month. The big thing, of course, has been CES – America's Consumer Electronics Show – which was held early in June, and I was lucky enough to go to. This is, quite simply, the world's largest computer and video game show, and the place where hundreds of new announcements are made, every year without fail. This time around was no exception – for the details read my full report on page 36. That's by no means all though. The CES is a great place to meet loads and loads of Japanese and American games creators I wouldn't normally get the chance to speak to, which is one reason why next issue will be a giant interview special, featuring talks with all the top guys which we just couldn't fit in this month. Don't miss this one – it'll be a blast!

Finally, just time to remind you about *Super Play Gold*, our Summer Special which went on sale a week or two back. For £2.95 you get a lovely glossy mag packed with reviews, tips and features on the Super Nintendo world – and the best thing is, it's completely advert free! This is the ideal place to start for anyone just getting into Super Nintendo gaming, but there's so much in it, even the top gamefreaks are bound to find something to their liking too.



Matt Bielby

Matt Bielby
Editor

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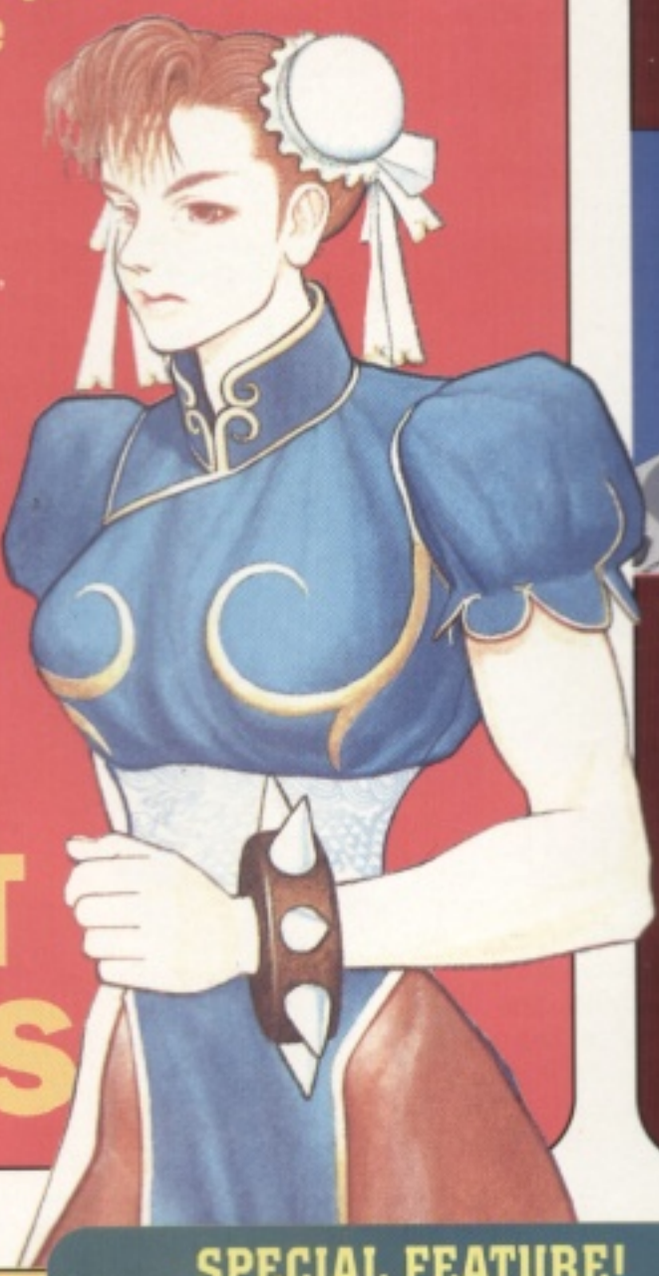
DIFFERENT STROKES



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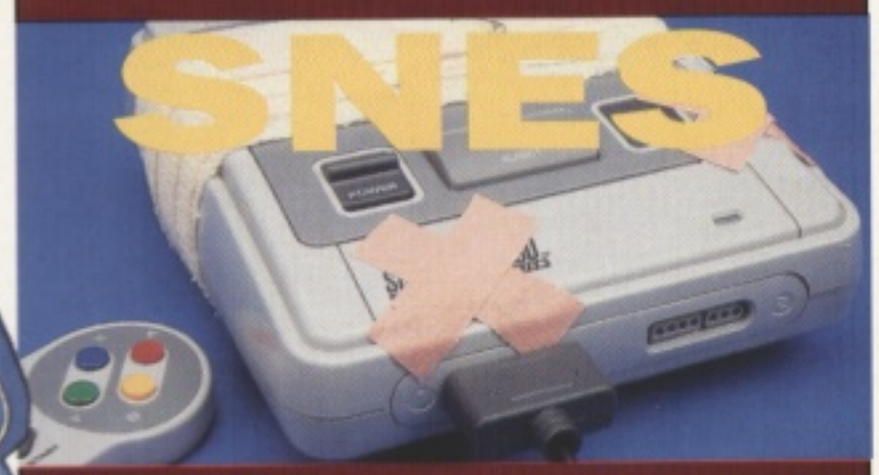

TROUBLESHOOTER

Can using an adaptor damage my machine? That's a question we're asked hundreds of times every day here at *Super Play*. The answer is no, as long as you're careful when you use it. If you *do* slip up, however, and your screen ends up going blank, then turn to our Super Nintendo Troubleshooter feature, which shows you how to fix your Super Nintendo yourself for just a few pence, rather than having to send it away for an expensive repair. This is the first feature in what'll hopefully turn into a semi-regular technical series.

SPECIAL FEATURE!

CES!

The latest news direct from America's hugest games show.....36

Every year, Chicago plays host to America's biggest games show, and this year was no exception. The *Super Play* team turned out their moth-eaten pockets and managed to scrape together just enough change for one air ticket. But how would we decide who went? (You need to ask?) Matt Bielby's nine-page report begins on page 36, showing you the games, the news and the gossip that set Chicago alight for four days in June...

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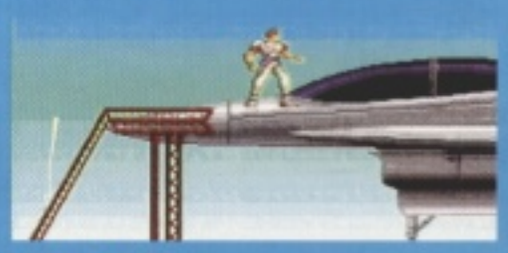

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A Bee Team Production

SUPER EXPRESS

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Pages and pages of the hottest, most exciting SNES news you'll ever come across, including the latest news on the CD ROM, more pictures of *SFII Turbo*, UK release dates for both that and the *Super Mario Collection*, Live From Hell City, Datebook, an interview with Konami's Kuniaki Kinoshita, and some tasters of the CES report to come...

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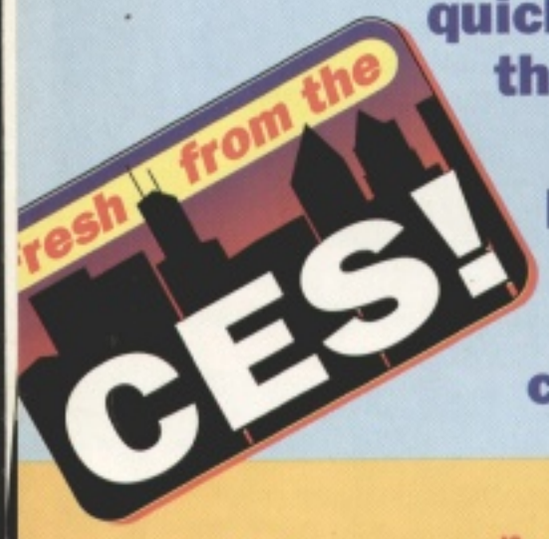
Our endearingly optimistic predictions about what just might be in the next information-packed issue of *Super Play*. You know it makes sense.

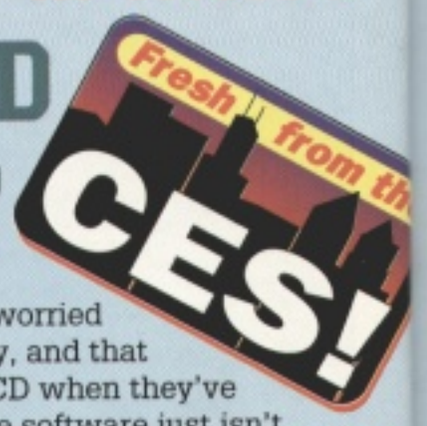
SUPER EXP

This month's Super Express is dominated by news and previews culled from the Summer's recent Chicago CES show – including some real shockers! Look for CES news where you see the sign below. Of course, that's not all we've got for you, as a quick flick through these pages will make clear...



The CD project cancelled? Nintendo in crisis?

WHAT REALLY *HAS* HAPPENED TO THE SUPER NES CD?



It started as a rumour , but within 24 hours turned into a rumble we couldn't ignore. Had Nintendo – dare Nintendo? – cancelled their SNES CD project? We were sceptical, but no – everywhere we turned at CES people were dropping un-subtle hints to just that effect. So what's going on? Well, bearing in mind that there's been no official word from Nintendo yet, here's what *we* think has happened.

For a start, the Super NES CD, in the form planned, has gone. Yes, it would have been a much better machine than the Sega Mega CD, that much is certain, but it still wasn't good *enough*. Nintendo have looked at the Mega CD, at the quality of games available for it, at the amount they've spent on advertising, and decided the potential gains just aren't worth it. Remember, we're talking about a very conservative company here.

So what's wrong with Mega CD? Well, in Nintendo's eyes, everything that's been done so far is just more of the same – the extra CD space has simply been used to either cram more levels into very ordinary games, or to conjure up effectively flash, but barely playable, demos. Nintendo is worried that the market still isn't ready, and that people will get cynical about CD when they've seen the best Sega can do. The software just isn't good enough to make the system worth it yet.

Underlying all this is the fact that Nintendo have realised that tacking a 32-bit CD system on top of the great-but-limited 16-bit SNES machine would be a nightmare. Better to wait – we've heard late 1995 mentioned – and release a proper 32-bit console, with a dedicated CD-drive. As with the Mega Drive, Nintendo will let Sega take the lead in CD technology, trusting in the quality of their eventual project and their software to overtake Sega eventually.

But will it work for Nintendo this time? Won't Sega – and 3DO – have too much of a lead? By choosing to do nothing for a bit, and so avoid a short-term risk, aren't Nintendo making a massive long-term mistake? Expect more news next year, probably soon after Christmas.

An early, speculative shot of a machine that'll never now exist: the Super Nintendo CD-drive. Instead, we'll now probably have to wait until '95/'96 at the earliest – when Nintendo may replace the Super NES – before we see any sign of CD.

SUPER PLAY PROFILES

This month: our holiday reminiscences

MATT BIELBY

Went on holiday to: Greece
In: Spring 1992
Got there by: Plane (of course)
Stayed in: A half-built hotel
Ate: Egg and chips
Highlight: Going off-roading in a Fiat Panda, and then realising it didn't have 4WD
Overall holiday rating: 70%
Next holiday will be: America, soon

SUE GRANT

Went on holiday to: Limassol, Cyprus
In: March 1992
Got there by: Swam (*She's lying – Ed.*)
Stayed in: A 5-star hotel
Ate: Yoghurt and honey
Highlight: Skiing on Mount Olympus
Overall holiday rating: 72%
Next holiday will be in: Dublin

JASON BROOKES

Went on holiday to: Greece
In: July 1987
Got there by: Free ticket from Manchester airport
Stayed in: An apartment
Ate: Souvlaki
Highlight: My mate getting let out of prison
Overall holiday rating: 45%
Next holiday will be in: Lindos

PRESS

NDO VS NETWORK SUPER NINTENDO

The long-awaited *Street Fighter II Turbo* is due to arrive in the UK in October, all being well.

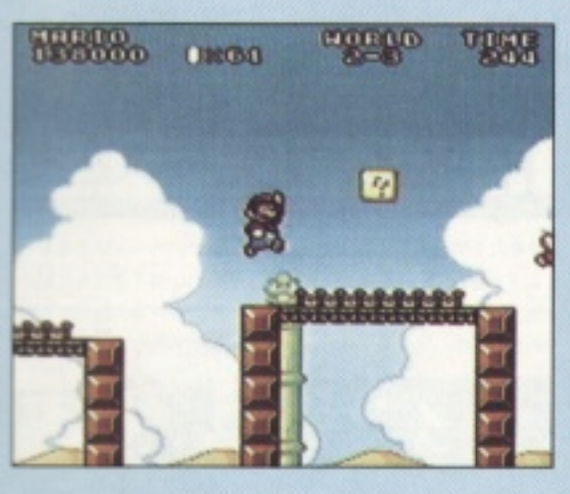
NINTENDO GAMES ASSAULT ON THE UK!

Nintendo UK shape up their software catalogue...

The early *Super Mario Bros* games may be slightly simpler than *Super Mario World*, but are no less playable. In may ways they defined current opinion on what platform games should be all about.

SUPER MARIO COLLECTION

スーパーマリオコレクション™



As you can see, the *Super Mario Collection* retains gameplay that's almost indistinguishable from the originals', but with brand new, updated graphics. Luigi has been considerably thinned out to better fit his current appearance, for instance.

Presumably realising that there's more money to be had from selling games than selling Super Nintendos, Nintendo UK have been busily securing the rights to publish SNES games – from third party developers as well as Nintendo's Japanese and American contingents.

Probably the best news for British Super Nintendo owners is that *Super Mario All Stars* (aka *Super Mario Collection*) *will* be coming out over here – probably at the end of August. Also from Nintendo's own programmers, and due in August as well, is *Vegas Stakes*, a casino-type gambling game.

On the third party front, the real biggie is *Street Fighter II Turbo*, which should appear at the beginning of October, as reported elsewhere this ish. Also coming from Nintendo, though with no dates yet, are *Bubsy* (reviewed this issue), *The Lost Vikings* (84% in *SP*8), *Nigel Mansell F1 Challenge* (85% in *SP*8), *Plok* (a Software Creations game previewed in *SP*8) and *Battletoads* (also previewed in *SP*8). And there'll be more to come.

JONATHAN DAVIES

Went on holiday to: (Er) Wales
In: Spring 1992
Got there by: Car
Stayed in: A field
Ate: Sausages
Highlight: The day it didn't rain (quite so much)
Overall holiday rating: 18%
Next holiday will be in: Not Wales, that's for sure

LISA NICHOLLS

Went on holiday to: Monte Carlo
In: July 1990
Got there by: Private jet (*She's lying too – Ed.*)
Stayed in: Well, I didn't actually stay in Monte Carlo
Ate: Roquefort cheese
Highlight: I'm not telling!
Overall holiday rating: 92%
Next holiday will be in: A week

JEREMY BRIDGEMAN

Went on holiday to: Sadari, Corfu
In: September 1992
Got there by: Air 2000 (guaranteed not to stop on the runway)
Stayed in: Apostolis apartments
Ate: Steak
Highlight: The scuba diving with The Waterhoppers
Overall holiday rating: 90%
Next holiday will be in: Tenerife

SUPER PLAY PROFILES QUIZ

This being the Summer, and this being a special hot weather holidays Profiles, your task is to guess who this slightly-odd vacation catastrophe happened to: Going down a hill on a motorbike at 60mph(ish) this staff member hit a rock, fell off, and crashed on (yes) some more rocks. Luckily a friendly local family took him/her in and dressed his/her wounds. So, who was it? First correct answer to the following address gets a T-shirt: Profiles Quiz, *Super Play*, Future Publishing, you know the rest. Last month's answer: Matt witnessed the caravan catastrophe.

New from NINTENDO!

Lots of exciting new games!

It's been rumoured for months that the next Super FX chip game after *Starfox* would be a driving game, and Nintendo have now confirmed that the rumours are true! *FX Trax* has been developed by UK-based Super FX inventors Argonaut. It's a 3D polygon-based car racing game in which the cars can change shape to squeeze through tight spaces. It sounds like it might be just as much fun as *Super Mario Kart*, especially as it too features a split-screen two-player mode. *FX Trax* will be available in the US in December, but there's no news yet of UK or (potentially earlier) Japanese dates.

Also just announced are two new *Mario World*-style games, news of which we just managed to squeeze into last month's Super Express. *Mario & Wario* features Wario, the evil anti-Mario from the Game Boy's *Super Mario Land 2*, and is a 100-level puzzle game where Mario, Yoshi and co are stumbling about blindly (they've got buckets or whatever stuck on their heads) and you've got to guide them to safety using some sort of angel character. It's controlled with the Super NES mouse, and, unlike the should-be-available-now Japanese version, the US game will only be available bundled with the mouse when it appears in September.

The new Nintendo stars (left) get together to celebrate *FX Trax*, the latest Super FX game, developed by Nintendo and Argonaut (below).

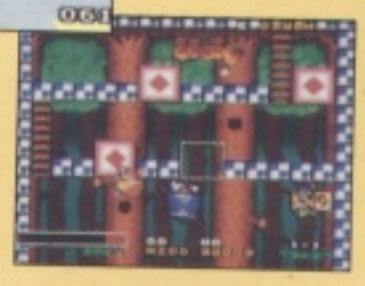
These nearest three are all from the brilliant *Super Mario All Stars*.

***Yoshi's Safari* (right) and *Battle Clash II* are the best light gun games yet!**

And then there's *Yoshi's Safari* (called *Yoshi's Road Hunting* in Japan, where it's out now). This is another attempt at a Super Scope game, where you ride along on Yoshi's back through a variety of Mode 7 courses taking pot-shots at the Koopalings. Though you don't control the direction you go in (the console does that), the sense of movement and neat touches (such as Yoshi looking back at you when hit) put it head-and-shoulders above other Super Scope games.

Even better news for Super Scope fans (if such people exist), however, will be news of *Battle Clash II*. We were none too impressed by the first *Battle Clash* game (48% in issue 3), but the sequel has potential, with a second player using a controller to move around the landscape, while the first does the shooting with the Scope.

Then there's *Stanley Cup*, previewed elsewhere in Super Express, and finally, perhaps most excitingly of the lot, *Super Mario All Stars* (which is the American name for the *Super Mario Collection*). We ran loads of pictures of this last month, but an American release date has now been fixed – August.



***Mario & Wario* is (sort of) Nintendo's answer to *Lemmings*.**

STREET FIGHTER II watches!

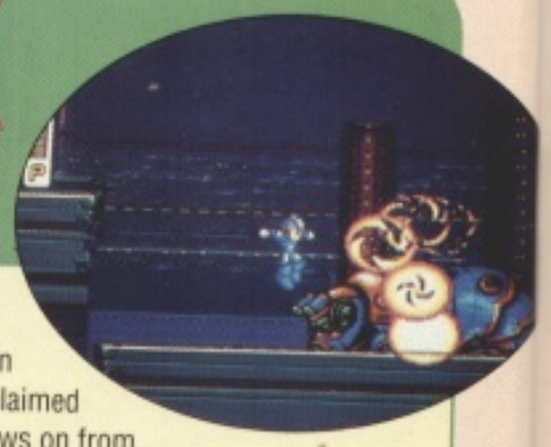
BEATING TIME

They're watches, they've got Ryu (out of *Street Fighter II*) on them, they're available in red or blue, and we reckon they're the hardest, most rockin' timepieces we've come across in quite some time. We got ours from importers Fire, but you should be able to find them in all good, erm, watch shops.

MERCHANDISE OF THE MONTH

MEGA MAN X

(Capcom)



We'd be the first to admit that these first pictures of the SNES' *Mega Man* game don't look overwhelmingly impressive. But these are early days – the game's not due out in the States till December – and there's no reason why the finished thing won't be even better than the acclaimed NES games it follows on from.

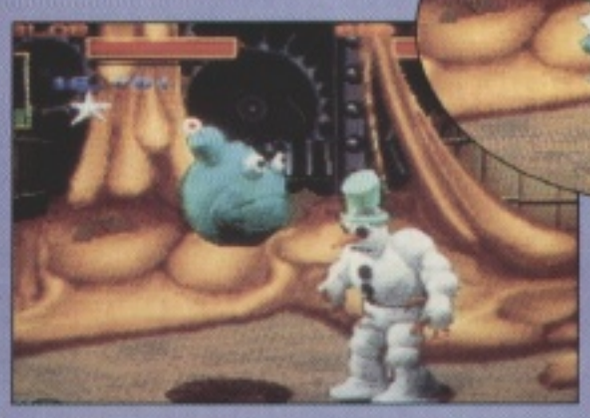
It's billed as a 'next generation' *Mega Man* game, with our little blue hero taking on a whole new set of baddies and challenges – things have generally been hardened up and futuristic-ified to make the whole experience less cute. Extra power-ups are promised, along with two RoboPolicemen who'll help Mega Man out, all on a 12 Mbit cart.

NES *Mega Man* fans will have a bit of a shock when they see *Mega Man X* – their hero has been toughened up for the Super NES quite considerably.

CLAY FIGHTER
(Interplay)

Fancy a funny *SFII*? You got it in *Clay Fighter*.

Clay Fighter is a beat-'em-up with – incredibly – a difference. Rather than the usual tough guys beating each other up with the familiar repertoire of moves, it features a set of bizarre clay animation figures. There's Frosty the snowman with his deadly snowballs; Val the opera singer with a terrifyingly loud voice; an Elvis impersonator with whip-like hair; and many more. The characters have been digitised from real clay models which, along with the 16 Mbit cart size, should ensure some great slap-stick animation. The game comes out in America this Autumn.



The hilarious Morph-like stars of *Clay Fighter* all have individual moves.

Four new sports games!
IT TAKES ALL SPORTS

Sony's *Sunday Night NFL* game meets *real* football, in the form of Accolade's *Pelé!*

Barely a sport escaped unscathed from the CES – nearly everything you could think of had two or three games attached to it, and some even more. However, here are some of our favourites.

First off, soccer, which was covered amply by Accolade's *Pelé!*, which uses an unusual 35° perspective and gives you coaching from the great Brazilian as well as the possibility of playing against his 1962 World Cup Team. It'll have crowd chants too! (US release: December.)

The Americans' idea of football, however, is being taken care of by Sony (amongst others), with the oddly-named *ESPN Sunday Night NFL*. It doesn't seem to boast anything *Madden '93* doesn't (other than, perhaps, more flexible viewpoints, battery back-up and commentary by ESPN, a US TV sports network), so it'll need some stonking gameplay. (US release: December.)

Sony are also working on – what else, but – a baseball game. *ESPN Baseball Tonight* also has a rather peculiar name – it's licenced by the same TV station as their football game – and will have 'over 15,000 frames of digitized player animation', so, presumably, it'll look quite good. (US release: November.)

From EA there's *Bulls vs Suns: The NBA Season*, an update of *Bulls vs Blazers*. Improvements are mainly on the options side (27 teams, a full 82 game season, hand-pickable teams etc) but there'll also be signature moves and so on to spice up the action.

Sony's *ESPN Baseball Tonight* and EA's *Bulls vs Suns* both promise great sporting action.

FIRE FIGHTING
Lots of exciting new goodies!

Four times the fun for half the price (or thereabouts) of the competition. Hurrah!

Fire, you may recall, are the people behind a whole range of SNES accessories like adaptors, controllers and a PAL booster – they develop stuff in the UK and build it out in Hong Kong. Well, their boffins have been working overtime recently, and they've given us a sneak preview of the kit they're putting on the market this Autumn. This stuff's still under development, though, and prices and release dates haven't been finalised.

First there's the Sidewinder, a pre-programmed *Street Fighter II* controller. It has a setting for each of the game's characters, and four buttons to execute their hardest moves. The one pictured is a prototype, though, made of wood.

It's got lots of *Street Fighter II* moves built in! Fab!

Then there's another controller, billed as the world's smallest joypad. Quite what the advantage of this is isn't clear, but it really is very small indeed, and has a switch for the direction pad so you can either use it vertically or horizontally.

If you'd like a SNES mouse to use with the growing number of mouse-compatible games, but don't fancy buying *Mario Paint*, you'll soon be able to buy Fire's version instead for about £20.

Finally there's Fire's own multi-player adaptor, compatible with all the others on the import market, including Hudson Soft's Super Multitap. Although we're not sure how much Hudson Soft's adaptor will be when it's launched in the Autumn, Fire are aiming to sell theirs cheaper – probably about £20.

Also in the pipeline is Fire's own game enhancer, a rival to the Action Replay and the Game Genie. It'll do exactly the same job as Datel's cart – letting you enter codes for infinite lives etc – and will even be compatible with Datel's codes, but Fire are aiming to sell their cart for around £40 (£10 less than Datel's!) The great thing is, though, that at some point in the future they're hoping to go one step further than Datel, with an even better game enhancer that allows you to save your position in a game onto a removable smartcard (even on games that don't have battery back-up as standard). Plus! Fire are also working on a programmable joystick (a bit like the TopFighter we sell in Superstore) that uses similar technology to let you save settings onto smartcards. These last two items are still some way off, though.

Left: Fire's mouse does just the same job as Nintendo's, but doesn't come bundled with a cacky drawing package.
Far left: The world's smallest joypad? Somebody call Norris McWhirter!

LIVE FROM HELL CITY

This month in Live From Hell City our man in Japan, Peter Evans, tells us all about his favourite video games in his own inimitable style.
And Studio Hell City checks out several brand new games and some rather lovely game merchandise.

And once again Studio Hell City, *Super Play*'s Japanese contingent, looks at some of the new games expected to arrive in Japan over the next few months...

Above: The incredible *Galaxian 3*. Right: Peter's favourite *Virtua Racing*.

His health now restored, his friend firmly installed in her new flat, Peter Evans finally finds time to turn his full attention to video games...

As you know, I'm a real role-playing game fan. But, on those rare occasions when I *do* play non-RPGs, I like to relax with simulations like Gainax's *Princess Maker* – a PC-based game in which you try to get your character to grow up to be a proper princess, marry happily and so on – and driving games, such as the infernal *Super Mario Kart*, at which I'm useless.

And then, in the arcades, there's Sega's *Virtua Racing*. This is the best driving game to date, better even than my old favourite, Atari's *APB*. (And it's even better than Sega's really cute *Puyo-Puyo*, but that's a puzzle game without a car to be seen.) Probably the best feature of the game is head-to-head racing. Well, not head-to-head – that would be silly – but simultaneous racing.

Virtua Racing is so good because it's got most of the features which make a good arcade game. (In my opinion, that is. *Super Play*'s regular reviewers may hold different views.) This list of features runs as follows:

- It's incredibly aggressive. Let's face it: Violence is fun. In *Virtua Racing*, driving like a wimp will get you pushed off a corner.
- It's multi-player. Beating the computer is fun, but beating real people is much more satisfying. This feature makes *Sutotsu* (*Street Fighter II*) the top game in many arcades.
- It's very realistic. For a lot of games this is a hindrance, but for driving games, the better the physics the better they play. Rally fans can now shout 'Heel and toe!' and other baroque nonsense. 'Wizard has extra road glue' is my favourite. (*We've no idea what Peter means by any of this – Ed.*)
- It's loud. The louder the better when you have to compete with the neighbouring coin-op machines. Placing the speakers right behind the driver's head helps a lot. There's not much in the way of music, but then you can't have it all.
- It doesn't slow down. When the screen fills up, the speed goes through the floor on domestic machines – you've probably noticed it on your SNES. Arcade machines don't normally suffer from this. They wouldn't last long if they did.
- It isn't pointless. There should be a mission objective that's easy to understand. For *Virtua Racing* it's simple: To be the best!

The same can be said of my other favourite games, too:

Galaxian 3 is one of the more spectacular games ever, even though it isn't multi-player. And the graphics... wow!

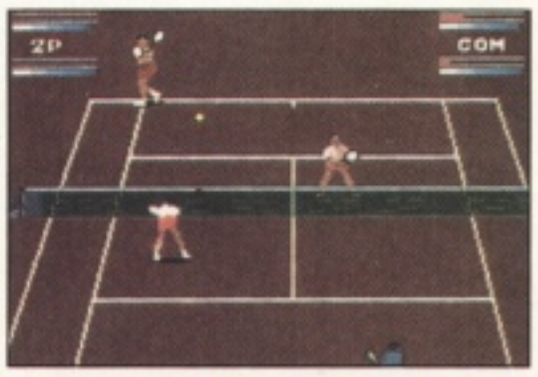
Sutotsu is a great game. My only reason for not liking it is that I'm completely useless at it.

And *Super Mario Kart*! Leaving aside those obese Italian plumbers, it's excellent, and great fun for two players.

FINAL SET

Forum ▪ 17 September ▪ ¥8,500 (£48)

Games that use the Super Multitap and PR21 multi-player adaptors are beginning to flood the market over here, especially now that *Super Bomberman*'s release has sent multi-player adaptor sales soaring. *Final Set* is the latest four-player tennis game, following on from Namco's highly-anticipated (by us at least), and sure to be brilliant, *Super Family Tennis*. (*Which we're reviewing next issue – Ed.*) *Final Set* takes things a bit more seriously than Namco's game, offering things like different racket weights and even different strengths of gut. The graphics aren't as cute as in Namco's game



Another four-player tennis game using the Super Multitap – Forum's *Final Set*.

Bottom left: Yanoman's new RPG *Trinea* with some tasty artwork (left). Below: More Super Deformed action in Culture Brain's *Super Chinese World 2*. Cross a beat-'em-up with an RPG and this is the result.

either, but they look more simulation-like so perhaps we can expect some great fluid animation. And on the subject of tennis games, we recently spotted some imported copies of *Jimmy Connors' Pro Tennis Tour* nestling next to the Super Multitaps in a local games store! Yes, imported games do make it over here too, but in much smaller quantities.

TRINEA

Yanoman ▪ August ▪ Unspecified price

Yanoman are unveiling this RPG at the Famicom Space World '93 show in August, and it stars a lovely horned female warrior. No doubt she'll look quite different once she's been pixelated. Unfortunately, though, we don't know too much about the game. Sorry. (*This wasn't included for purely gratuitous reasons, I hope – Ed.*)

***Art Of Fighting* Super Deformed style.**

SD DRAGON'S FIST (ART OF FIGHTING)

Culture Brain ▪ Unscheduled release ▪ ¥9,800 (£54)

As regular readers will probably know, KAC's conversion of SNK's *Art Of Fighting* is set to appear on the Super Famicom around October. It doesn't stop there, though. Culture Brain has had the interesting idea of shrinking the characters in true Japanese SD (Super Deformed) style, and calling the resulting game *SD Dragon's Fist* (the original Neo Geo game was called *Dragon's Fist* over here). It certainly looks cute, and has been beefed up from the originally planned 10 Mbit to a meaty 12 Mbit.

Dramatic match highlights or fancy intro screens? To be honest, we're not sure.

Similar to the coin-op *Super Soccer Champ* – Namco's *J-League Soccer*.

J-LEAGUE SOCCER

Namco ▪ August ▪ ¥8,500 (£48)

It's J-League season in Japan at the moment, which means the country has ground to a halt while everyone goes football crazy. It also means that football games are very much in vogue, Namco's *J-League Soccer* being the latest and the first to be officially endorsed. It's a two-player side-view scrolling game in the mould of *Super Cup Soccer* and *Hat Trick Hero*, but should be slicker and more enjoyable. Well, Namco usually deliver the goods don't they?

SUPER CHINESE WORLD 2

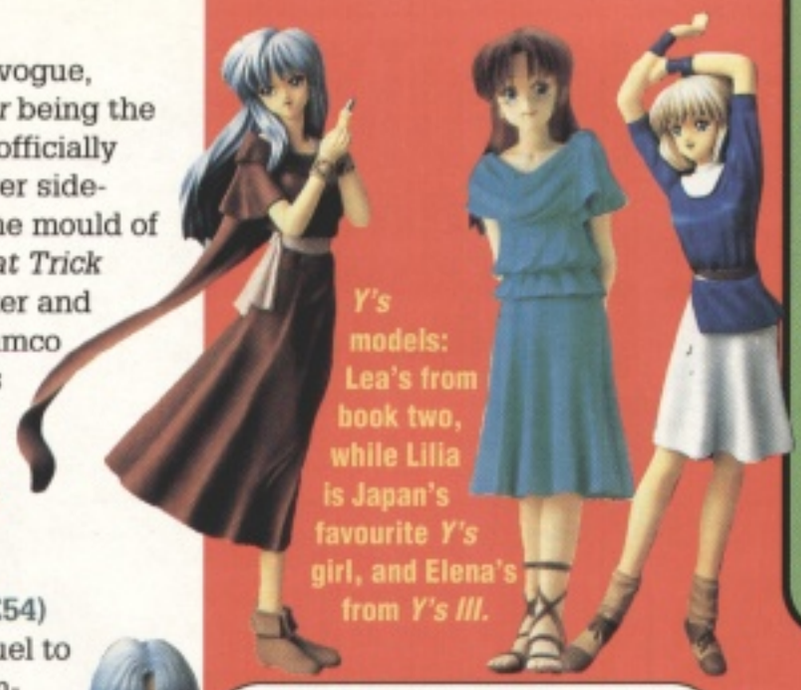
Culture Brain ▪ July ▪ ¥9,800 (£54)

This 16 Mbit sequel to the poor RPG-cum-beat-'em-up *Chinese World* looks far better than the original game. Two brothers, Jack and Ryu, kick and punch their way through colourful backdrops in China, and there are a variety of different modes of play to choose from. It's even possible to play a simple a one-on-one beat-'em-up.

RANMA 1/2

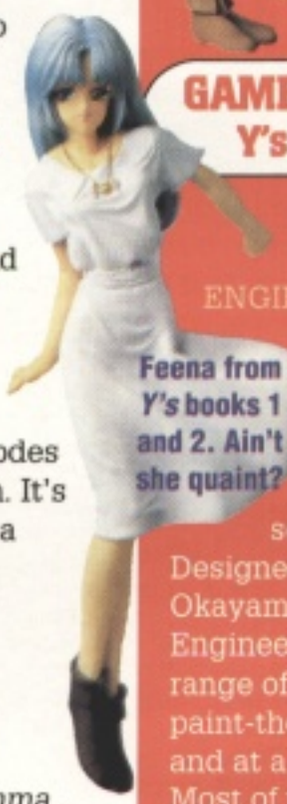
NCS Masiya ▪ Unscheduled release ▪ ¥9,800 (£54)

The third Super Famicom *Ranma* game ventures off into RPG territory, and sees Ranma and chums wandering around a scrolling town meeting various opponents from the popular series. As in most Japanese RPGs, the action is viewed from above when travelling, then switching to a side-on perspective for *Final Fantasy*-style fights. Like the slightly disappointing *Part Two*, this will appear on a 12 meg cart, but we can't see anyone actually bothering to import it.



***Y's* models: Lea's from book two, while Lilia is Japan's favourite *Y's* girl, and Elena's from *Y's III*.**

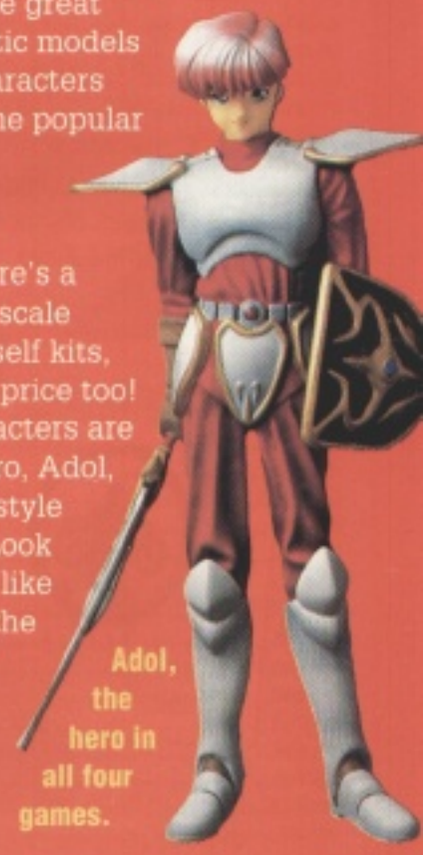
GAME MERCHANDISE: Y's models & videos



Feena from *Y's* books 1 and 2. Ain't she quaint?

CHARACTER MODELS ▪ OKAYAMA FIGURE ENGINEERING ▪ ¥500 (£2.25)

Y's fans will love these great plastic models of characters from the popular series. Designed by Okayama Figure Engineering, there's a range of five 1/8 scale paint-them-yourself kits, and at a bargain price too! Most of the characters are fixed, but the hero, Adol, has Action Man-style movable limbs. Look out for more kits like these – some of the spaceships from games like *Gradius* and *R-Type* are spectacular.



Adol, the hero in all four games.

OAV (VHS/LASER DISC) ▪ OUT NOW ▪ ¥5,800 (£30)

And that's not the only *Y's* merchandise available. Even more desirable is the latest OAV (Original Animation Video) based on the second story, *Y's: The Final Chapter* (though it clearly wasn't very final, with part four on the way to the SFC in December this year!). Very reminiscent of the *Record Of Lodoss War* animation series (which we've sent over to the *Super Play* boys and girls, incidentally), *Y's II* looks wonderful, with great animation and well-drawn characters.

Doesn't Adol look better in his anime form?

FANHUNTER

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LEGEND OF THE OVA FIEND

You'll search in vain for any reference to the Super Nintendo in *Legend Of The OVA Fiend* – it's an anime fanzine. It looks really smart (as anything connected with anime generally does), with a stiff card cover, simple but smart layout and plenty of illustrations. The only snag is that, inevitably, it's unable to carry stills from the films it reviews, but the lively, well-informed writing more than makes up for that. And, best of all, it's not afraid to dish out criticism where it's due – even anime isn't always perfect.

Legend Of The OVA Fiend is well worth the £1.50 that editor Robert Lyn Davies is asking for, and can be obtained from Robert at 1 Ullswater Court, Green Meadow Way, St Dials, Cwmbran, Gwent, NP44 4RW.

MEGAZINE

This one's got a nice stiff cover too, and is pretty well laid out. Confusingly, though, it's all about the Mega Drive until, a few pages from the end, it turns into *Superzine*. So you don't get an awful lot Super Nintendo info for your money (though owners of both systems will obviously be okay), and what's there is reviews of games you've most likely played already, and without any pictures. But there is plenty of interesting non-games-related stuff in there, like anime reviews and a handy guide to new crisps and fizzy drinks(!)

To get hold of a copy of *Megazine*, send £1 to Brad Davey at 8 Florin Close, Pennyland, Milton Keynes, Bucks MK15 8AG.

SNES MAGAZINE

SNES Magazine gets one thing right: rather than attempting to compete with the mainstream magazines, it sets out to do things a little differently. But it chooses what John Gordon, the editor, describes as a 'humour-based' approach. That would be absolutely fine, except, erm, it didn't actually make us laugh very much.

Apart from that, though (and the title), *SNES Magazine* is a pretty good effort. There are no pictures at all, but the text is neatly laid out and properly spelt. And there's lots of it. If you're interested, send £1 to John Gordon at 1 Foyle Road, Blackheath, London SE3 7RQ.

If you run a fanzine, do please send a copy to us, along with ordering details. The address is: Fanhunter, *Super Play*, 30 Monmouth Street, Bath BA1 2BW.

Fresh from the CES!

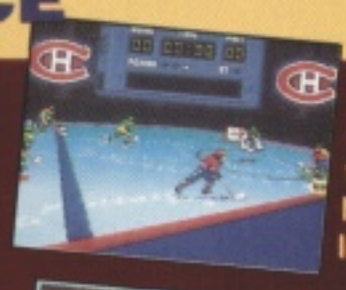
Jolly Hockey Sticks!

THREE WITH ICE

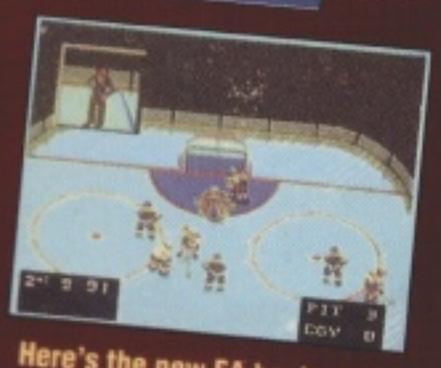
They're all ice hockey games and they're all in 3D. But will they be better than EA's original *NHLPA Hockey*? And which will be best? It's tricky to say. Nintendo's *NHL Stanley Cup* certainly looks the more impressive, with a spinny-round Mode 7 perspective similar to that of *World League Basketball* (*Super Dunkshot*) and rotoscoping used to give convincing animation. But will it be all confusing like *World League Basketball*? The American release date is November.

Accolade's *Brett Hull Hockey* looks a bit more conventional. It's still in 3D, but in a *John Madden Football* sort of a way, and it's got a star behind it – (you guessed it) Brett Hull. Also included is a replay facility and 'authentic organ music' (oh no!), along with a September US release.

Also on show at CES was Electrobrain's *Road To The Cup Ice Hockey* and a new version of EA's classic, *NHL Hockey '94* – looks like the Super Nintendo has now got every popular American sport covered, and in a big way too.



Mode 7 hockey from Nintendo looks ace.

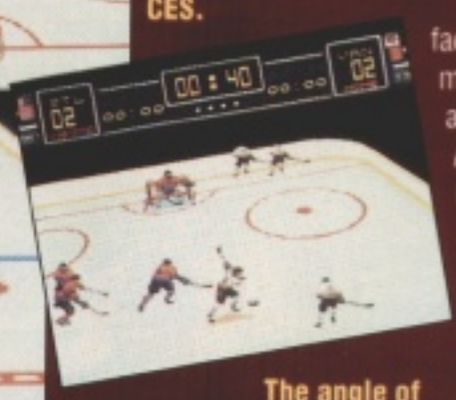


Here's the new EA hockey game, with its almost-overhead view.

Brett Hull is one of America's top hockey stars...

...while his game is pretty groovy, and was very popular at CES.

Lovely Mode 7 asteroid belt sequence, as seen from inside the Millennium Falcon.



The angle of view is flatter than in EA's hockey game, making the rink seem rather bigger.

THEY'RE BACK!

(And this time they've got AT-AT Walkers!)

SUPER EMPIRE STRIKES BACK

Fresh from the CES!

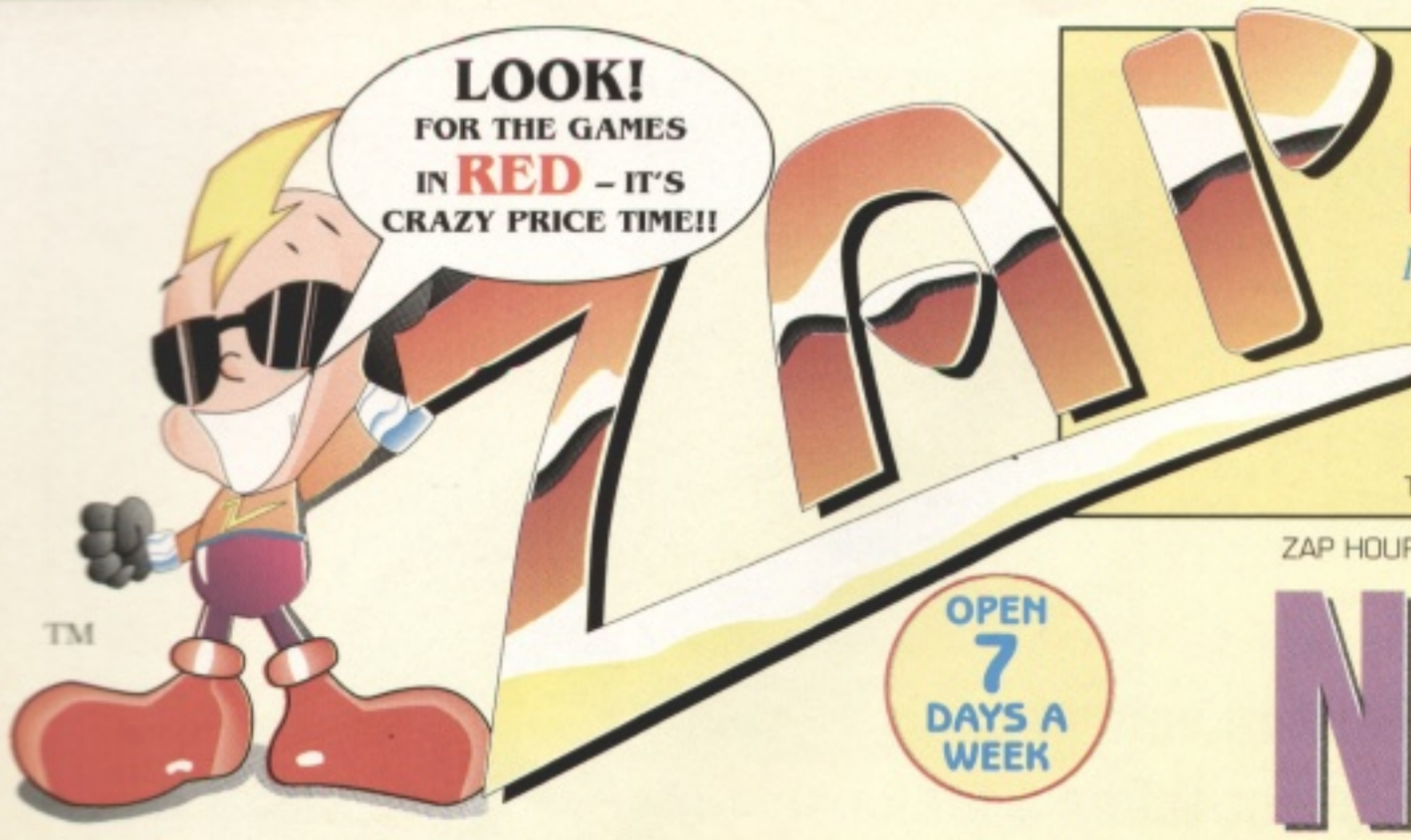
Some new baddies have been added, though they're in keeping with the film's style.

Here's Luke, leaping about the planet where he met Yoda.

Lovely Mode 7 asteroid belt sequence, as seen from inside the Millennium Falcon.

If you enjoyed playing *Super Star Wars* (which we did), you'll doubtless be looking forward to *Super Empire Strikes Back* (which we certainly are). And here are some pictures! As you can probably see, it's uncannily similar to the first game – mostly walking around shooting things, with the odd Mode 7 level (though with a Snowspeeder rather than a Landspeeder). There are advances, though: in one bit of it you get to ride around on a taun-taun, and in another you're flying the Millennium Falcon. Hurrah! The music is, of course, spectacular, and the graphics look as terrific as ever. It should be out in America sometime in the Fall. (Sorry, Autumn.)

The game starts on the ice world Hoth, with taun-tauns and Snowspeeders.



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FANTASY QUEST

by Jason Brookes, Matt Bielby & Studio Hell City, Japan.

Continuing our regular slot devoted to role playing games and adventures, Fantasy Quest takes a look at two new Japanese RPGs on the way to the UK, and brings all the latest RPG news from the Chicago CES...

Remember how we've bemoaned the lack of RPGs in the English language in the past? Well, it seems someone's been listening – this Summer's CES was packed with English language role players, some translated from the Japanese, and some completely original products developed by US or British companies. No, *Dragon Quest V* (or *Dragon Warrior V*, as it'll be known in the West) wasn't amongst them, but SNES versions of things like *Ultima* and *Dungeon Master* sure plug the gap for the time being. Before we look at these, though, over to Studio Hell City for short reviews of the latest in Japanese RPGs...

Ogre Battle **has some great isometric fight scenes. And fab use of colour.**

This is the rather lovely introductory map, where you can scroll to the left or right.

Ogre Battle **starts like many western RPGs where the player has to create a band of characters. This is done by selecting Tarot-style cards at random, each with different abilities.**

OGRE BATTLE

● Out now ● Quest ● 12 Mbit

If you thought last month's beautiful-looking *Albert Odyssey* was a rarity, think again. Released at the same time in Japan was *Ogre Battle*, another RPG with some great use of Mode 7, but also featuring some brilliant isometric graphics. Indeed, Japanese reviewers went crazy over its original perspective and involving storyline, and we can see why – this unusualness was likely-as-not a factor that influenced UK company Anco to snap it up for a Christmas release in Britain, translated into English, of course.

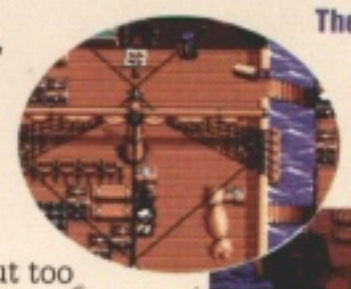
We spoke to Anco to ask about the storyline, how the game works, and why they'd decided to pick it for release, but they declined to help out, so you'll have to wait for more details until our review, a bit closer to Christmas. It certainly looks like it'll be a top game.

Here's some more fabulous use of Mode 7. The landscape scrolls around *Zelda*-style, but using far more colours than in Nintendo's game. The play area is perfectly square, so it's possible to reach the edge.

NEUGIER

Out now ● Wolfteam ● 8 Mbit

One of the newish Japanese RPGs to get translated for the US market is *Neugier*, an action RPG with a similar feel to *Zelda*. In the States it'll be known as *The Journey Home: Quest For The Throne*. *Neugier*'s more of an action game than an RPG, featuring a character with a hook shot for getting across gaps, just like Link had in *Zelda*. Japanese text crops up occasionally, but it's perfectly possible to get through the whole game without too many problems. And it doesn't take very long to do so, either. The graphics are okay, depicting pirate-infested ships, caves and castles etc. This one's worth keeping an eye out for, though it's not an essential purchase. Out in the States in October.



The quest begins on this ship, as it prepares to set sail...

...and gets attacked by this sea monster.

Our hero then washes up on a mysterious island.

Inside the caves the gameplay is very similar to *Y's*. Here, our hero uses the hookshot to get across a large hole.

ADVENTURE CHRONICLES

INTERNATIONAL RPG NEWS WITH JASON BROOKES

As we said, if the Chicago CES was anything to go by, many companies are now making up for lost time as far as role playing games are concerned – the American market is going to be completely flooded with the things by Christmas. Here's everything we saw that was on show, at the show...

ASCII

Spellcraft: Aspects Of Valour

Looking very similar to the old Mega Drive and Amiga game, *The Immortal*, *Spellcraft* looked a bit naff to us, to be honest. You never know, though.

Ascii's RPG attempt only looks average.

***Lufia* – Taito's answer to huge Japanese RPGs like *FFV* and *DQV*. And now it's going to be in English.**

Of course, Japanese text won't be included in the American version.

ACTRAISER 2

Ha-ha! This is the one we want. We only played it for a moment, but it looked even better than the original, with bigger sprites.

ELECTRONIC ARTS

Runes Of Virtue

This role-player, developed by Origin, looked rather nifty, it has to be said – we're eagerly awaiting a copy for review.

FCI

Ultima: False Prophet

Another ridiculously long-awaited RPG, this appeared on PC ages ago, and on Japanese Super Famicom in April '92.

Might And Magic III

Would you believe, this is the follow-up to *Might And Magic II* (due from Elite in August)? It looks pretty similar.

***Lord Of The Rings* apparently features rotoscoped animation for greater realism.**

INTERPLAY

The Lord Of The Rings

Reasonable rotoscoped graphics and a high degree of faithfulness to the book make Interplay's RPG one to watch out for. As almost all RPG fans tend to be into the book, it's almost guaranteed to do well.

JVC

Dungeon Master

At long last it seems like the old PC/Amiga classic *Dungeon Master*'s ready to ship in the States. About time, too. Sadly, it lacks the mouse control that the original computer version had (though it would now be possible on SNES) which spoils things a bit, but it's still likely to be one of the better RPGs.

TAITO

Lufia And The Fortress of Doom

The Japanese RPG *Estopolis*

More nob American artwork on the packaging of the US version of *Neugier*.

(featured in issue 7) is due to be translated under this new name, and is set to appear in the States in the Autumn.

RENOVATION

The Journey Home: The Quest For The Throne

Check out the previous page for more information – it's the same game as *Neugier* reviewed there, but should be rather easier for English-speakers to understand.

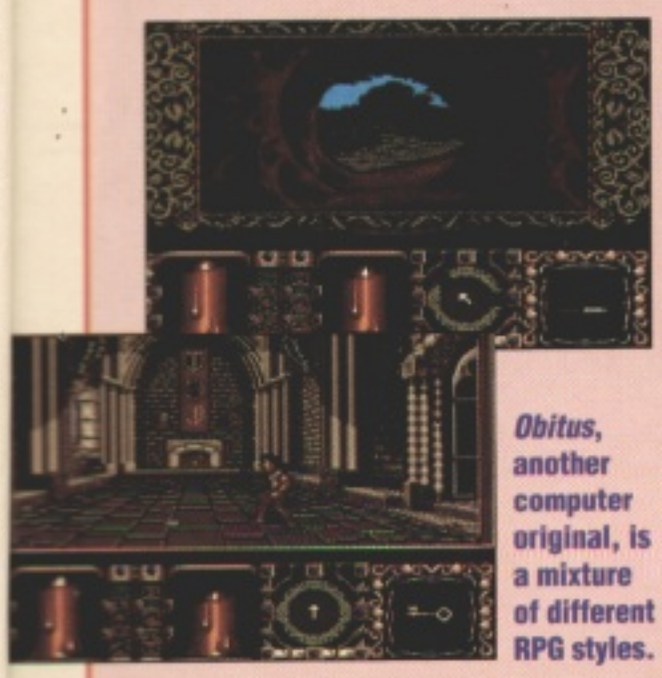
SQUARE SOFT

Secret Of Mana

Readers of our last issue will know about this one – we covered it then, under the name *Seiken 2* (translated as *Holy Sword Legend 2*). It's set to be the first multi-player RPG for the SNES, using the Super Multitap. This will be a massive hit, we reckon.

Probably *the* RPG with the most potential, and it's three-player too. Can't wait.

So there we have it: Conclusive proof, that, though the Super Nintendo has, until now, been a bit of a fantasy role playing-free zone, it won't remain so for ever. A small 'hurrah' would be in order, it would appear.



***Obitus*, another computer original, is a mixture of different RPG styles.**

BULLET-PROOF SOFTWARE

Obitus

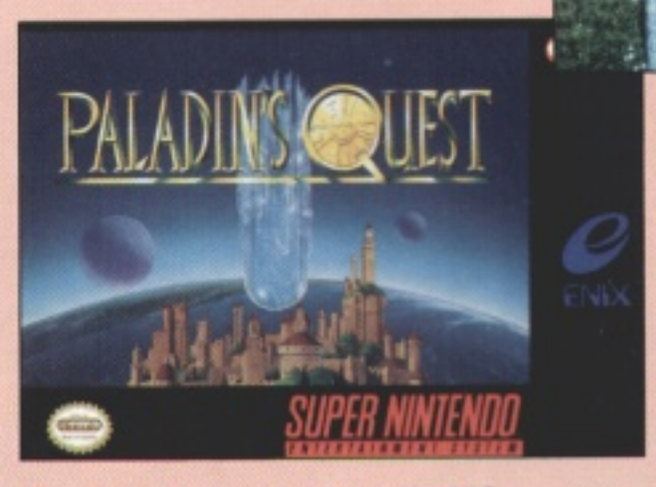
Another ancient computer RPG, tarted up for the Super NES, comes in the form of Psygnosis' cruddy old *Obitus*. Pretty(ish) graphics, maybe, but the gameplay was hardly a work of genius. Coming in the Autumn.

The aging game *Eye Of The Beholder* gets the Capcom treatment.

CAPCOM

Eye Of The Beholder

While failing to realise the potential there'd be in releasing an English language version of their lovely Japanese RPG, *Breath Of Fire* (or keeping it very close to their chests if they *have* decided to do it), Capcom surprised everyone at the CES by announcing a Winter release for this crusty old SSI computer game on the Super NES. (Okay, so it's not really all *that* old and crusty, but by PC standards this sort of thing has been well and truly eclipsed by stuff like the latest *Ultimas* in recent years.) Still, given that the SNES RPG scene is still pretty much a huge gaping void, more games like these can only be a good thing. At least it looks fairly pretty (though the lack of visible characters means it's not very cute), and should pack in lots of gameplay. Like the superior classic, *Dungeon Master*, it's possible that a DSP will be included in the SNES *Eye Of The Beholder* to keep the speed up.



***Lennus* – a really weird Japanese RPG that's now been translated into English by Asmik.**

ENIX

Paladin's Quest

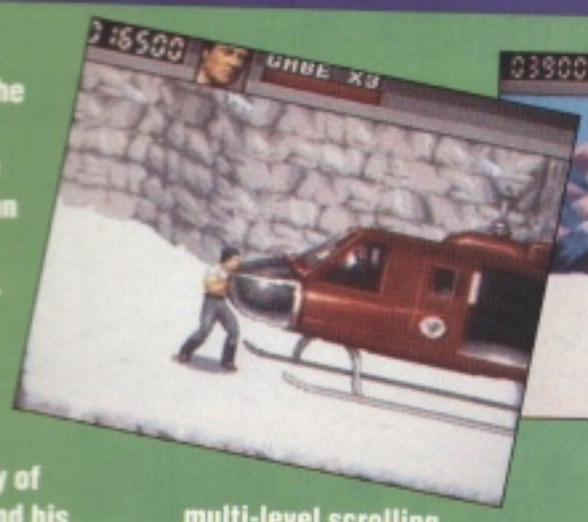
This is actually Asmik's weird-looking Japanese RPG *Lennus* (see issue 7) by another name. And it really doesn't look very good. Just like most of Asmik's other games, in fact.

The 7th Saga

And this is the Japanese RPG *Elnard* in brand new clothing. Happily *Elnard* is actually a bit of a goody too.

Fresh from the CES!

TWO BIG FILM LICENCES! BLOCKBUSTERS



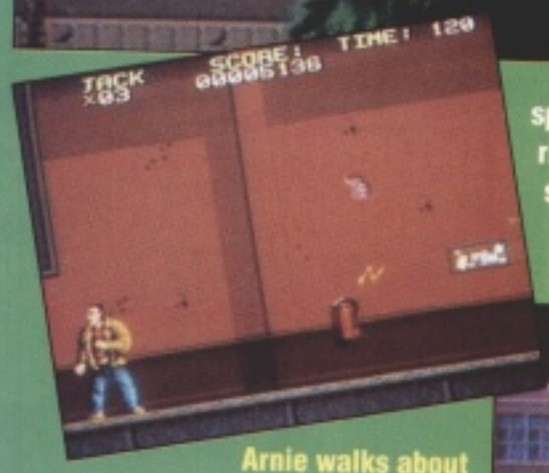
Helicopters! Men with guns! Whatever you do, don't stop punching and kicking.

If you're planning a trip to the cinema this summer, two of the films that're bound to feature highly on your view-list (if you're into high-budget, low-IQ American star vehicles, that is) are *Cliffhanger* and *Last Action Hero*. And the licences to both have been picked up by Sony, who'll be bringing the requisite games out in November.

One of Matt's limitless supply of Chicago anecdotes revolves around his seeing *Cliffhanger* ages before we'll ever get the chance, and he said it's 'really over the top, with brilliant, brilliant, brilliant stunts, very fast-moving, Stallone doesn't speak much (as usual) and the English baddies are a bit ridiculous'. Sony's game, meanwhile, looks like being a bog-standard multi-level scrolling beat-'em-up.

Matt hasn't seen *Last Action Hero*, though, but as you'll probably know, it's an Arnie film where a kid, at the cinema watching an Arnie film (spook!), gets sucked into the screen and ends up trying to teach Arnie how to behave properly – the value of life, that sort of thing. The game, on the other hand, would appear to be a multi-level scrolling beat-'em-up-type thing. Or, at least, a beat-'em-up in places, a driving game in others, and so on.

Yep, as usual it looks like these fairly imaginative, and ultra-exciting, movies will be depicted on the Super Nintendo by half-hearted (but, nonetheless, big selling) generic platform fighting games. C'est la vie.



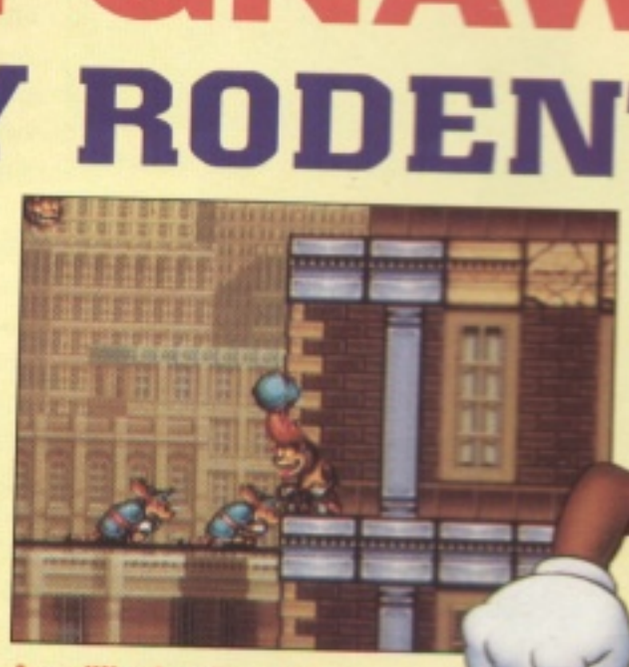
Arnie walks about a bit beating people up in *Last Action Hero*. He does a bit of driving, too. But watch out – there's a kid lurking in the wings, waiting to jump out and look 'adorable'.

Sly's 'rock' hard, as these pictures of piles of gigantic rocks clearly prove. Probably.

NICE GNAWING YOU!

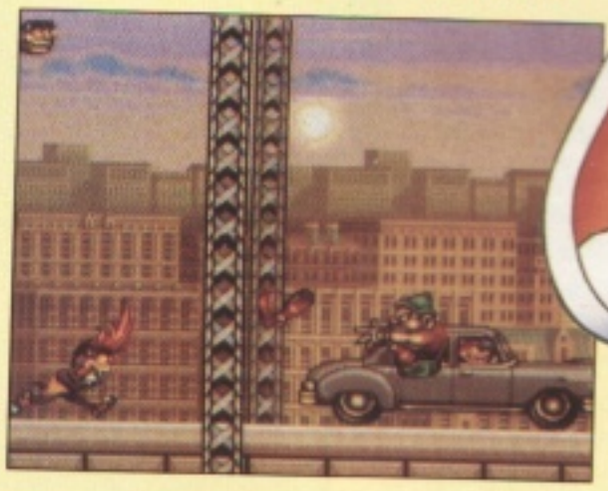
ROCKY RODENT (Irem)

Uniquely among game characters, *Rocky Rodent* uses different hairsprays as deadly assault weapons. So it's probably just as well, then, that dotted about the six levels of Metronome City are cans of hairspray that'll achieve the desired effect. One'll give him spiky hair which he can prang baddies with and stick himself to buildings. Another will give him springy hair for bouncing on. Another will give him braided hair which he can swing on and whip baddies with. And the last gives him a Mohican hairdo which lets him fly like a boomerang. (However, there doesn't seem to be any possibility of him getting a 'sensible' haircut, which might, for example, have qualified him for entry into respectable restaurants and clubs.) *Rocky Rodent* gets a Japanese release this Summer, and comes out over here sometime in the Autumn (although Irem aren't sure exactly when yet).



Armadillos bearing gold, frankincense and... that's it.

Above: Here's Rocky's braided hair in action, whipping those baddies till they can rock no more. Below: Springy hair. Boing!

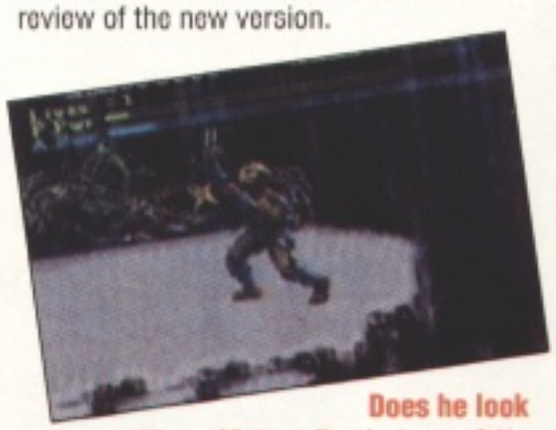


Baddies with wheels, and baddies without.

Right between Rock's legs, we are. Crumbs.

ALIEN VS PREDATOR
(Activision)

You may recall that when we reviewed *Aliens vs Predator* on Japanese import in issue 6 we were less than complimentary about it. In fact, we gave it 28% and said 'Don't buy it'. But fear not! For the game's UK release, pencilled in for the Autumn, publishers Activision have pulled the game apart, fixing many of the problems that plagued the original. Improvements include: A greater range of things you can do; new baddies to fight; the elimination of bugs and glitches; changing Predator so he doesn't look 'so much like a Teenage Mutant Ninja Turtle'; and the elimination of the useless two-player mode. But whether the main problem has been fixed – the dull, repetitive action – remains to be seen. Watch out for *Super Play*'s UK review of the new version.



Does he look like a Mutant Turtle to you? He shouldn't any more, that's for sure.

It's g'day to Beam Software!

WIZARDS OF OZ

If you've played *Super Smash TV*, you'll know who Beam Software are. (They developed it.) Or, failing that, you might remember ancient Spectrum games like *The Hobbit* and *Penetrator*, both of which were written by Beam. Anyway, the point of all this is that Australia-based Beam will be publishing their own games in Europe from now on, on the Laserbeam label. The first of them, *Shadowrun*, is reviewed on page 58, and coming up in the months ahead you can look forward to *Super Solitaire* (just what it sounds like) in October, *Super International Cricket* (ditto) in November, *Edd The Duck* (erm...) in November and *Choplifter III* (a version of an ancient but classic *Broderbund* coin-op) in December.

The new logo, and one of the new games! More as we receive it.

IT'S A SURE-FIRE 'HIT'!

STREET FIGHTER II THE MOVIE

Although Jackie Chan has already done his bit for the cause (see Super Express issues 7 and 8), a full-length *Street Fighter II* film has been rumoured for ages. Well, now it's official! We're not sure who'll be starring in it yet, but it's being written and directed by Steven de Souza, who was responsible for *Die Hards 1* and *2*, *Commando* and *Running Man* among others. All twelve *SFII* characters will be featured, and they'll be teaming up and heading into a 'war-torn international hot-spot' (Bath, maybe) to rescue some hostages or something.

MERCHANDISE OF THE MONTH

SUPER NINTENDO KEYRINGS!

Unlock your front door in style!

Having key-control problems? Then keep them all together with these stylish keyrings. There's a Super Famicom version and a Super Nintendo version, and they both, charmingly, play the theme from *Super Mario World*. As far as we know they're only available in Japan and the States at the moment, and we've no idea how much they cost. Shame!

Fresh from the CES!

There are much cheaper magazines.

Some have posters. Or stickers.

Some review every game good, bad or average.

Some are easy to get hold of, any time: they never sell out.

Edge isn't like that.

To be honest, **Edge** isn't for everyone.

Edge: decide for yourself.

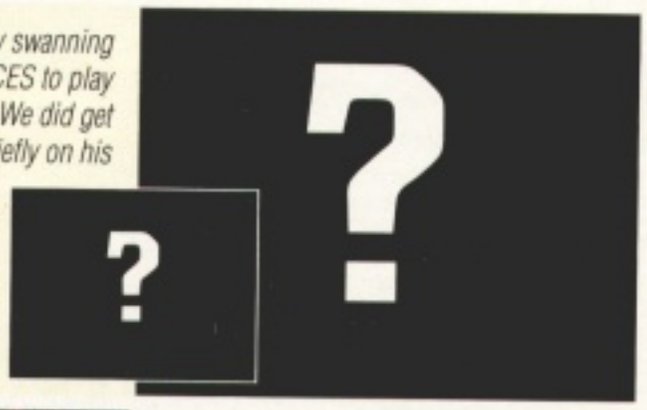
EDGE

Thursday 19 August 1993.

SUPER PLAY'S HOT LIST

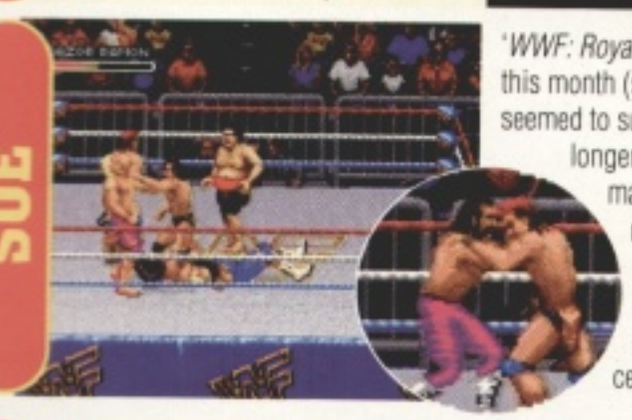
Here, in our new-look, uprated Hot List, is what the *Super Play* team have been playing this month.

MATT



(Matt's been too busy swanning around the Chicago CES to play many games this month. We did get through to him briefly on his portable phone, and he said something about some 'hot new American games' which he'd tell us all about when he got back – Sue.)

SUE

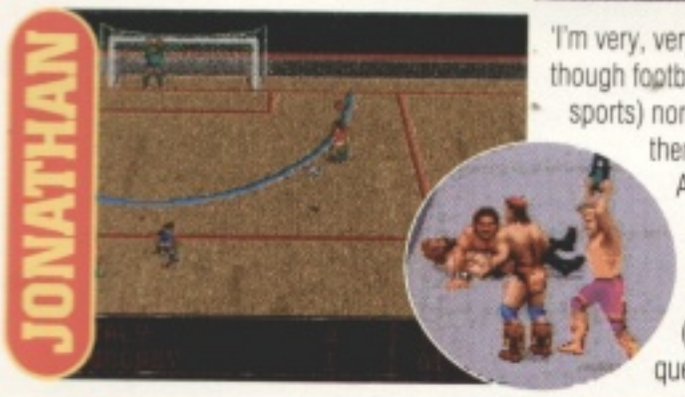


'*WWF: Royal Rumble*'s all I've been playing this month (see our review on page 46). It seemed to suit me down to the ground. No longer constrained by my physical make-up, I was able to chuck the rest of the team around to my heart's content (though my frequent use of the illegal 'eye-gouge' seemed to cause a certain amount of consternation).'

JASON

'In keeping with my status as a true gamefreak, I've been playing the classic *Legend Of The Mystical Ninja* a lot this month (page 91). It's well worth tracking down on import. Then there was *Xandra's Big Adventure* (for our guide this issue) and *Striker* (just for the fun of it).'

JONATHAN



'I'm very, very impressed indeed by *Striker*, though football (like most other energetic sports) normally bores me to tears. But there's more about that on page 52. And, although I'm not sure that I'd actually go out and buy *WWF: Royal Rumble*, I have had lots of fun with it. (Despite Sue's extremely questionable sportsmanship.)'

LISA

'I've been much too busy putting together this issue to play many games this month, but I tried playing *Bubsy* and I thought he was really cute, but I kept getting killed all the time on the first level. I also had a go at *Turrican*, but that was a bit too violent for me.'

JEZ

'Being the team's foremost exponent of healthy outdoor activities, I've naturally been spending plenty of time with *Striker*. And I'd recommend it to anyone who's after a decent football game, though I found it a bit too easy to win the cup. I've been playing *American Gladiators* as well, but I was told not to mention that.'

IT'S THE QUEUE SEASON!

The Japanese brace themselves...

The Japanese know how it is with games – nothing spectacular for weeks, then hundreds of really good ones arrive at once. This is certainly the case this Summer, when a huge chunk of the year's most desirable games is due to arrive in Japan within the space of a few weeks. The queues, if past experience is anything to go by, will be horrendous – literally thousands outside some shops.

The first spate of sleeping on the streets will have been caused by the Super Scope's arrival in Japan, something that's been causing those unsuspecting Japanese to become unduly excited. The Scope itself arrived at the end of June, along with *Space Bazooka* (otherwise known as – eek! – *Battle Clash*).

Then, of couse, there's *Street Fighter II Turbo* coming up on 10 July. The first game topped the charts for months, and Japan is still bonkers about it, so there'll most likely be a rush for the new version. Four days later the *Super Mario Collection*, which has been just as eagerly anticipated, arrives, and those who're still playing with their Super Scopes will be picking up a copy of *Yoshi's Road Hunting* at the same time.

After a brief two-day respite, Konami's big RPG, *Madara 2*, goes on sale, and you'll know what the Japanese are like about

RPGs. And they'll be like it again on the 21 July – that's when Square Soft's brilliant-sounding multi-player, Multitap-compatible RPG *Seiken Densetsu 2* comes out. Phew, eh? (Or, at least, 'phew' once you've bought your copy of *Mario & Wario*, which is also due out that very same day.)

The Japanese prepare for giant game queues (above), while Nintendo line up the Super Scope for release in the home country, complete with Bob Hoskins advert.

Gorgeous artwork should remind you just what a quality product this *could* be...

AKIRA

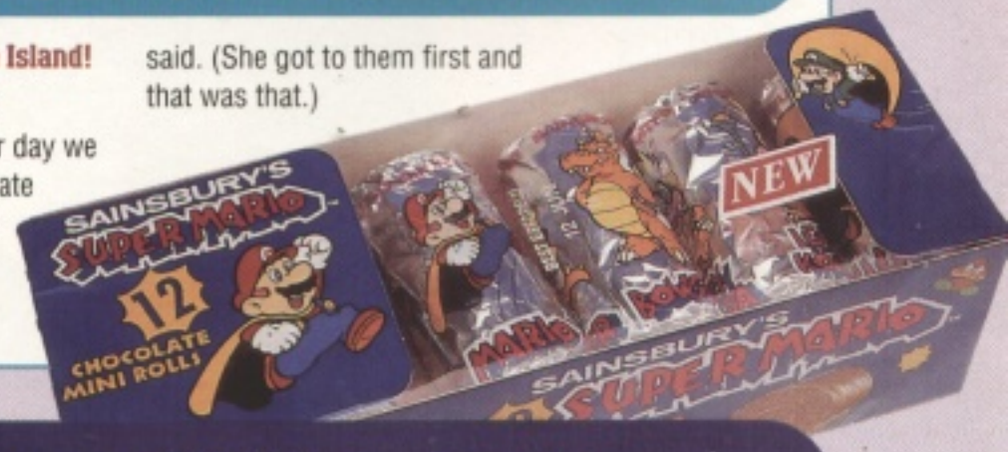
THE ANIME CLASSIC COMES TO SUPER NES!

Just room to tell you that UK-based developers ICE are working on an *Akira* game, based on the classic anime film, and featuring a motorbike racing section, plus, we're promised, 'plenty of blood and gore.' It'll be ready for Easter '94, and will join *Total Carnage* (the *Smash TV* sequel) in THQ's new, hopefully-higher-quality-than-before, line-up.

MORE MERCHANDISE OF THE MONTH

Now you know what they eat on Chocolate Island!

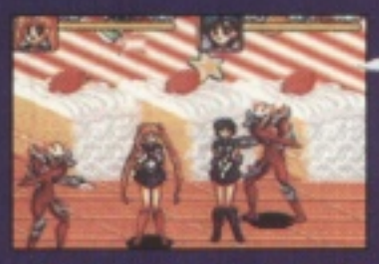
While we were stocking up on office provisions in Sainsbury's the other day we spotted these terrific Mario chocolate rolls. They're spongey and chocolatey, they cost £1.25 for 12, and they taste – as you'd expect – yummy. At least, that's what Sue said. (She got to them first and that was that.)



Top anime title arrives on SNES!

PRETTY SOLDIER SAILOR MOON

Last month, if you remember, there were loads of pictures in Anime World of the new(ish) anime TV series *Pretty Soldier Sailor Moon*. Well, relevance is our byline here at *Super Play*, and sure enough there's a game of the series coming out too. It's a two-player scrolling beat-'em-up, featuring Sailor Moon and her schoolgirl chums, and the graphics look absolutely great. No news of a release date yet, or the all-important cart ROM.



Cute graphics are faithful to the great anime series.

Sailor Moon looks lovely.

Action is pure beat-'em-up.

ANIME WORLD

Pronounced 'ah-nee-may'

PAST AND PRESENT

The times they are a-changing – and anime styles are changing with them. Helen McCarthy compares the classic *Gundam* with up-to-date favourite *Silent Möbius*, and finds that a good story is a good story, no matter when it was told...

Our heroine, Katsumi Liqeur (left) stands her ground against a Lucifer Hawk in two scenes from the hit series *Silent Möbius*.

One thing people are starting to realise, as more anime becomes available in the UK, is that Japanese animation, like every other form of art or entertainment, isn't static. It develops and changes in response to a whole range of outside forces, from technical advances in the medium to political and social upheavals. If you think of how other things – music, fashion, whatever – have changed in the last 30 years, you'll understand why earlier anime, such as *Marine Boy* or *Mazinger Z*, looks so different to the latest material like *Pretty Soldier Sailor Moon* or *Bastard!* The old characters and stories may be powerful but, superficially, they're less attractive to the *Akira* generation. Styles, and times, have changed.

One good example of this is the first series of *Mobile Suit Gundam*, shown on Japanese TV in 1979. The *Gundam* saga is a sprawling epic consisting of four TV series (the latest of which, *V-Gundam*, started on Japanese TV in April this year), six feature films, and two OAV series. It's one of my all-time favourites, and, like many other die-hard *Gundam* fans, I think that, instead of making a new TV series, producers Sunrise should simply have remade *Mobile Suit Gundam*, with the same story and charas, but with the latest design and technology. The story of *MS Gundam* is so powerful that it seems a pity for the new generation of fans to miss out on it simply because the animation looks a bit dated.

Beauty & the Beast: Lucifer Hawks take various forms (all ugly), while our heroines are gorgeous.

As with game adverts, Japanese video ads are packed-to-bursting with relevant information.

The main concerns of *Gundam* are perennial human dilemmas. On the individual level, Amuro Ray, a teenager from a broken home with a latent genius for piloting mobile suits, meets two people who will change his life – Lalah Sun, a beautiful girl with the same talent as him, and Char Aznable, a driven, charismatic young man with a private vendetta against one of the most powerful families in the galaxy. Unfortunately, they're on opposite sides of a vast political struggle which plunges the human race into war.

Amuro has to cope with his confused feelings for Lalah, his old girlfriend from home, and a gorgeous young technician; with the rift between his parents, and the destruction that war brings to his world; with his own abilities, at first only half-realised; and the loneliness being a genius can bring. Char, on the other hand, owes a duty to his father, murdered in a political massacre long ago, but the youngest son of the murderer has become his best friend. He also has a special talent – he's a great soldier and a born

The *Gundam* saga has now grown so big, it takes place over many worlds and years, with hundreds of characters.

Gundam might be famous for its giant robots, but the human conflicts are just as vital.

leader; but how far is it his duty to sacrifice his own life so he can fulfil his dead father's ambitions?

Gundam has become renowned as leader of the 'giant robot' group of animes, and it's true that the mecha are vital to the story, as well as being very popular. (It's been estimated that there are 10 *Gundam* kits for every man, woman and child in Japan!) However, more important are the political and personal elements. *MS Gundam* contains no monsters from other dimensions or aliens from outer space: all its problems, injustices and terrors are the responsibility of humans. Its message is that we create our own problems, but (like many of the 'team' shows of the '70s and early '80s), it tells us that by working together we can also solve them, and give mankind a better future.

Looking at two of the most popular films of the early '90s, the 'cyber-psychic movie' *Silent Möbius* and its follow up, a number of differences are immediately apparent. The first is that the problems of humanity are caused, not just by people, but by icky transdimensional beings called Lucifer Hawks, who materialise in our world in various nasty forms, and do vicious things, unless stopped by the heroic officers of the Attacked Mystification Police Department (AMPD). It's not that the characters don't have their own problems: one is half-cyborg, one is coming to terms with the death of her much loved mother and one is a result of genetic experimentation. Their problem, however, is the magical menace of the Lucifer Hawks, which can't be fought by conventional means.

The second, most striking, difference is that the heroic officers of the AMPD are, to a man, girls. There are men in the story, but they're marginal.

Gundam and many series of its era show women in strong, dynamic roles (and the women concerned are usually very attractive and much appreciated by male fans), but the male characters are at the centre of the action. *Silent Möbius*, like many new series, appeals to the young male audience primarily through its female leads. Lust has replaced identification as the audience's main link with the leading charas.

There are some very strong similarities between the *Gundam* heroes and *Silent Möbius*'s heroine. Like the mobile suit pilots of *Gundam*, the AMPD officers are an elite, their talents developed by esoteric training. Katsumi Liqeur had a charismatic father who died in mysterious circumstances when she was still a child; like Char Aznable, she has to cope with the consequences and kill his murderers, although unlike Char she has not been brought up with revenge her sole aim, and is completely unaware of her destiny. Like Amuro she has a latent talent of astounding dimensions, in her case for magic, but despite finally agreeing to join the AMPD and fight the Lucifer Hawks, at the end of the second film she has by no means resolved all her personal conflicts. There may be more to come...

Silent Möbius has a distinctive dark, brooding cyberpunk style, but, unlike *Gundam*, it breaks no new ground in design. Its biggest and most obvious influences are *Blade Runner* and the *Alien* trilogy. So far the story is fairly undeveloped: the two films, which cover essentially the same ground – 'How Katsumi Liqeur joined the AMPD' – are prequels to the manga. They are ravishingly drawn, but somewhat lacking in story progression.

Since the whole of the *Silent Möbius* storyline to date, including the manga, would tuck inconspicuously into one corner of the first *Gundam* series, it's not really fair to make any judgement as yet on the complexity and interest of the story. Only time will show if creator Asamiya Kia brings the same detailed, sustained long-term development to his world as Tomino Yoshiyuki and his various collaborators have brought to the *Gundam* universe.

A new decade brings new concerns and new ideas. The world, even to Japanese eyes, is a less expansive, less optimistic place than it was in 1979 when *Mobile Suit Gundam* was made, and perhaps the changed times account in part for the changes in anime styles and themes. I think, though, that some of the work created at the end of the '80s and in the early '90s will stand the test of time just as well as classics like *Gundam*. In 10 years' time, anime style will doubtless have changed again, but a good story will always be a good story – and a team of cute female charas in short skirts will still be an asset to almost any production.

This is the real appeal of the show – loads of giant robots all fighting. There are so many types, *everyone*'s forgotten what they all are.

STREET FIGHTER II TURBO

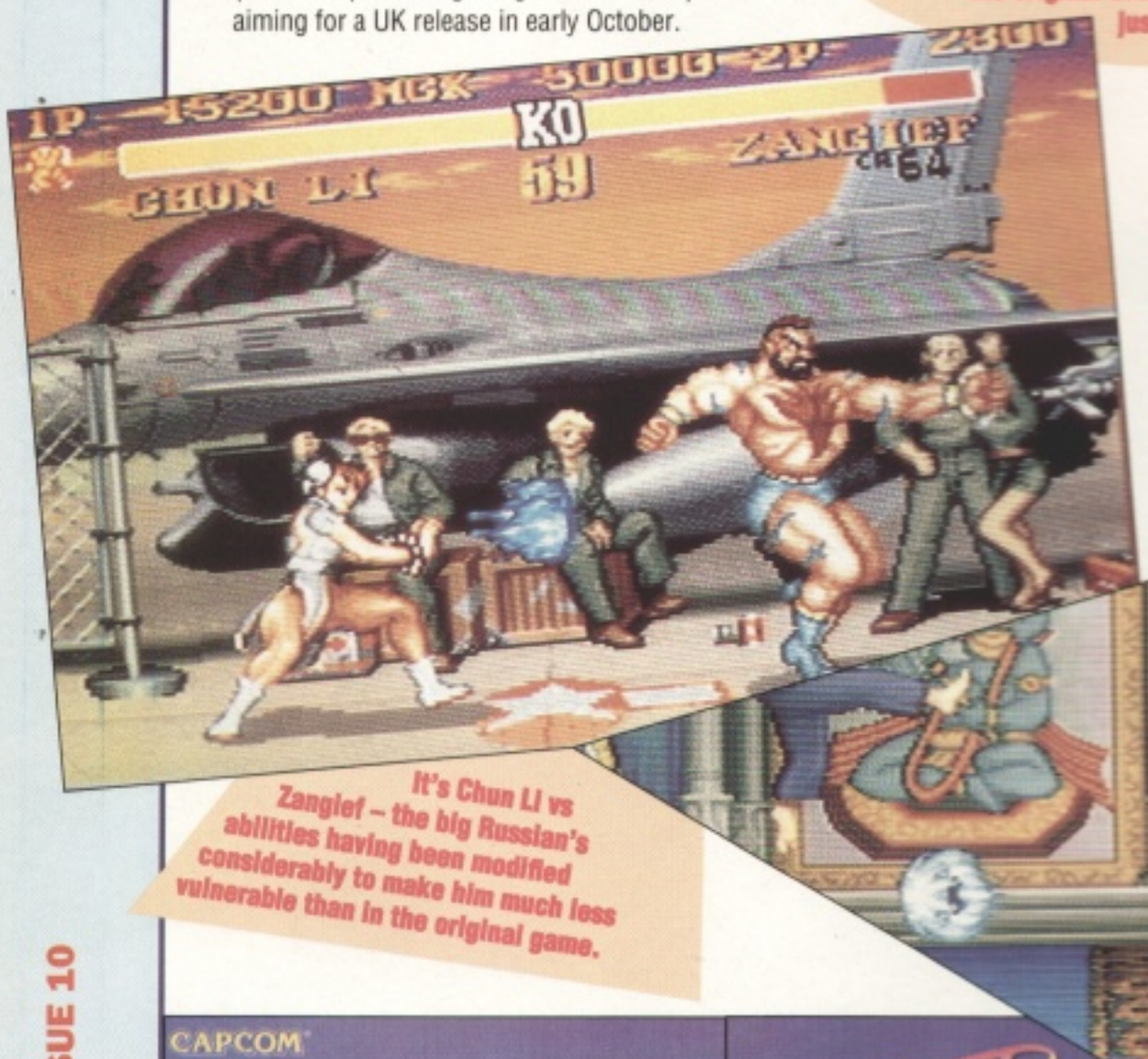
More pics, more news and a UK release date!

You want more *Street Fighter II Turbo* pictures? You got 'em! And that's about it, really, except to say that we've now learnt that the new *Turbo* game will also incorporate an option to switch it into *Champion Edition* mode, slowing it back down to nearly the same speed as the original game (one of the *Turbo* version's main features, if you remember, is 15% faster action), while retaining the control-the-bosses facility and the extra moves. In fact, the speed will actually be adjustable, so you'll be able to tweak it to your heart's content. The endings from both games are in there too, along with all the sound effects that were missed out in the original Super Nintendo conversion (in stereo, we might add) and the falling barrel bonus stage from the *Champion Edition*! The cart will be 20 Mbit to incorporate all these extra goodies. Release dates remain at 10 July in Japan and August/ September in the US, while Nintendo UK (who'll be publishing the game over here) are aiming for a UK release in early October.

One big *Turbo* change is that you get to control bosses like Sagat.

Dhalsim and Guile (and the rest of the crew) look much older and tougher than before in the new game.

The stronger characters, like Dhalsim and (especially) Guile, now have less of an advantage than they did in the original *SFII* – the others are just as tough.



It's Chun Li vs Zangief – the big Russian's abilities having been modified considerably to make him much less vulnerable than in the original game.

Chun Li (above, fighting Zangief) not only has a new, alternative colour scheme, but new abilities too – including her own version of the Ryu/Ken fireball (left). (Actually, it's really more like Dhalsim's yoga flame.)

With the game boasting a 10 to 15% speed increase over the original, Ryu and Ken are now *really* fast.

Same character fights, like this E Honda double-header, are a doddle to achieve with the new game.

TOP FIVE TACKIEST GAMES

Fresh from the CES!

THE PRODUCTS THAT WERE TURNING THE LEAST HEADS AT THE CHICAGO CES...

HOME IMPROVEMENT
(ABSOLUTE)
We've never heard of *Home Improvement*, allegedly a smash-hit US sit-com, but if it's anything like the game we saw (and this flyer makes it out to be) we can sleep soundly in its absence.

BEETHOVEN
(HI TECH EXPRESSIONS)
Based on the awful film of the same name, *Beethoven* sees you guiding a St Bernard through a scrolling landscape to rescue his sweetheart.

Which is worse? *Beethoven* or *Home Improvement*? And do you care?

SUPER TROLL ISLAND
(AMERICAN SOFTWORKS)
If you've ever been tempted to buy a 'troll', this is the game for you. Ten worlds of partying mayhem, apparently, with all the lovableness of the real thing.

LESTER
(DTMC)
Lester sets out to be tacky. 'Filmed in Geek-o-Vision,' it boasts, and 'presented in stunning 2D', from what we've seen of it it's just as much fun to play as it sounds.

BARBIE
(HI TECH EXPRESSIONS)
Barbie's being aimed at girls, and sees Barbie going to fashion shows, making-up and styling her hair.

***Barbie*: Not just a horrible concept, but badly executed too.**

Above: Barbie goes for a walk.

***Super Troll Island* was truly hopeless – and sickly.**

BLABBERMOUTH

with Kriss and Tel

They're at it again! Kris and Tel, perhaps the two biggest gaming gossips in the Super Nintendo world, are spilling all the beans in another of their epic phone exposé chats. And, once again, we've got a tap onto their gossip hotline, meaning you can learn everything there is to know as quickly as they do. Let's listen in, shall we...?

☎ Hey, hey, hey, Tel! Guess what I just heard! You know the Super Nintendo CD? Well...

☎ (Yawn.) Oh, you're so behind the times, aren't you Kris? *Everyone* knows that. I don't know why I bother swapping gaming gossip with you sometimes. Haven't you got anything interesting to tell me?

☎ Well, there *is* one other thing. Rumour has it that one of the biggest name software houses is in severe financial trouble, and may be 'going down.' I can't really say much more about this yet, but it's a company that made its name in the home computer field, though it has had some Super Nintendo releases recently. You'll certainly know who they are...

☎ I can't wait until you tell me, Kris! Speaking of software house rumours, remember how last time I said, rather cryptically, that a big British software developer had been sold, lock, stock and barrel, to a giant Japanese company. Well, now I can reveal who I was on about – the software house was Psygnosis, creators of *Lemmings* amongst others, and the buyer was none other than Sony! These big Japanese corps are proving, time and time again, that they don't just want to control the supply of hardware, but the games that run on them too...

☎ Yeah, interesting isn't it? Apparently this won't be changing the way Psygnosis runs at all, but we'll just have to wait and see if that's true, won't we? They certainly had separate stands at the recent Chicago CES. Hey, did you pick up anything interesting in Chicago, Tel?

☎ Certainly did, Kris! How about this: The Super Scope may not be quite the dead duck we all thought after all, what with both *Battle Clash II*, and the even-better *Yoshi's Safari* on the way. (*See elsewhere this issue for more on these – Ed.*) Still, the Scope obviously hasn't impressed everyone – Konami have built their own light gun for sale with *Lethal Enforcers*. It's a fairly realistically-moulded revolver, which you hold in one hand – much more like a real gun than the Super Scope. It's bright yellow, though – presumably so American police don't mistake it for the real thing, and start gunning innocent Super NES players down!

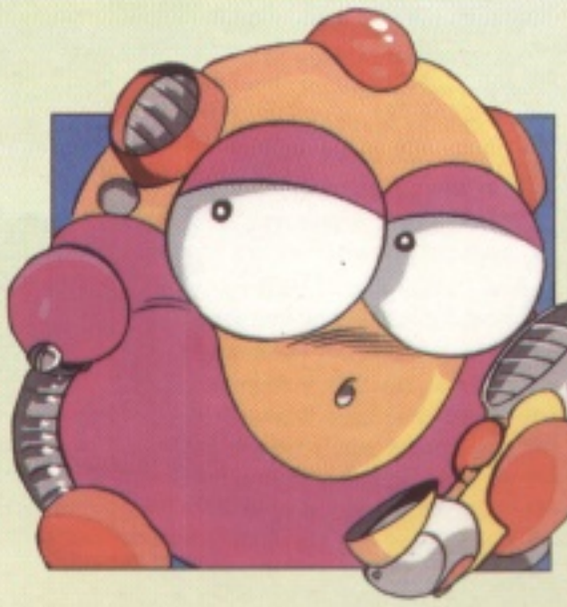
☎ Yeah. I actually quite liked it (much easier for people with squitty little hands like me to hold), though they'll really have to bring out more games that work with it for the thing to seem like a wise purchase. Speaking of wise purchases, did you see that Action 52 thing? You get 52 (that's fifty two!) brand new games on the one cartridge. Of course, the games aren't the biggest or most sophisticated things around, but you can't really complain, can you?

☎ Yeah, Action 52 goes on sale in this country in July (*ie around the time you read this – Ed.*) for around £125 a cart – *Super Play* will have a review next issue. Switching gear completely for a moment, did you hear that rumour about *Street Fighter II Turbo* on the Super NES and *Champion Edition* on the Sega Mega Drive? It appears that Capcom have changed what they're doing a bit, and they may now be exactly the same game! Certainly, *Turbo* will have an option where you choose the slightly different *Champion* configuration instead, while the Mega Drive game may just have an option that'll allow you to access the *Turbo* extras if you so choose (I'm still not sure about this though). Incorporating this could be what's put back the release of the Sega game by a few months, though some sources say Capcom wanted to release SNES *Turbo* before Sega *Champion Edition* all along.

☎ Yeah, and the Super NES version will apparently have a few secret moves not seen in the arcade *Turbo* version incorporated too! Speaking of *SFII*, there's now yet another new version of the game due for the arcades! *Super Street Fighter II* will feature four new characters, and new moves for Bison and Vega amongst other changes. Bison now has the Devil Reverse, while Vega can now do the Sky High Crow off the fence. As for the new characters, there's Dee Jay (a sort of dancer-cum-kick-boxer), Cammy (a dragon-punching and helicopter-kicking female character with a military hat, who could be Guile's daughter!), Fay Ron (a Bruce Lee type) and T Hawk (a giant Indian whose moves include the 'Concord Dive' and 'Mexican Typhoon'). The game should start appearing in the arcades towards the end of the year, though, of course, there's no news about a SNES version, or any other rumours about the much-speculated-on *Street Fighter III*.

☎ Wow! What brilliant gossip, Tel! You've beaten me hollow for good info this month – I'm going to have to pull my finger out to beat you. In fact, I think I'd better start digging right now. Till next time, Tel!

☎ Till next time, Kris. Sayonara!



Super Multitap Sports Action
FOUR-PLAYER GAMES ON THE WAY!

Super Family Tennis looks set to be the best sports game to date on the SFC. It was shown at the Chicago CES too, so it's definitely on it's way.

You might be getting a bit fed up with us constantly going on about what an essential piece of kit the Super Multitap is. As far as we're concerned, though, it's a case of credit where credit's due, and when an accessory so dramatically improves both the lifetime of a piece of software, and the usefulness of the Super Nintendo itself, it's worth ramming the message home.

Of course, there are a couple of potential downsides to all this. First, if you're a bit inadequate in the chum department, you'll probably be sick to the back teeth of hearing about the thing by now. And the unit only being available on import doesn't help matters either. That said, imported models seem to work fine with the UK machine, and as Hudson Soft still haven't decided when they'll be releasing the thing in this country (although if it's any consolation, it *will* be before this Christmas!), it's tempting to consider forking out for one now. Especially if Multitap-compatible sports games from top companies like Namco and Human keep on coming.

Which brings us to the point of this piece: It transpires that these two new sports games, which we've shown you something of before, will both be Multitap compatible. *Super Family Tennis* and *Super Formation Soccer* both look great, and if they live up to the playability of their respective four-player predecessors, *World Court Tennis* and *Formation Soccer* on the PC Engine, will really be something to shout about. Both these games should be reviewed next issue. To cap it all, NCS, the producers of *Assaults Suits Valken* and *Prince Of Persia*, have also made their *Japanese Pro Wrestling* game (see issue 7) Multitap compatible. We'll have more news on this potential doozy in the next few issues.

Left: _Super Family Tennis_ has a man climbing up a cliff while you're playing! Below: _Super Formation Soccer II_. Awesome!

DATEBOOK

Super Play's inconceivably comprehensive listing of worldwide game release dates.

Here yer go – read 'em and weep (through eyestrain). This is where you'll find details of more or less every single game that's coming out across the globe in the next couple of months.

MONTH	DATE	GAME TITLE	GAME TYPE	PUBLISHER	COUNTRY
July	2	First Samurai	platform	Kemco	Jap
July	2	Yoshi's Cookie	puzzle	Bullet Proof	Jap
July	9	Alien 3	platform	Acclaim Japan	Jap
July	9	Super High Impact	sports	Acclaim Japan	Jap
July	10	Street Fighter II Turbo	beat-'em-up	Capcom	Jap
July	14	Putty Moon	platform	Varie	Jap
July	14	Super Mario Collection	platform	Nintendo	Jap
July	14	Yoshi's Road Hunting	Super Scope	Nintendo	Jap
July	16	Magic Johnson's Super Slamdunk	sports	Virgin	Jap
July	16	Death Blade	beat-'em-up	I'Max	Jap
July	16	Madara 2	RPG	Konami	Jap
July	16	Chemist Harry	–	Altron	Jap
July	16	Super Airdiver	simulation	Asmik	Jap
July	16	Sanrio World Smash Ball	sports	Character Soft	Jap
July	21	Mario & Wario	action/puzzle	Nintendo	Jap
July	23	Mega-lo-mania	strategy	Imagineer	Jap
July	23	Super James Pond 2	platform	JVC	Jap
July	23	Wing Commander	shoot-'em-up	Ascii	Jap
July	23	Super Back To The Future 2	action	EMI	Jap
July	30	Doki Doki Comedy Theatre	–	Taito	Jap
July	early	Japanese Pro Wrestling	sports	NCS Masiya	Jap
July	early	World Soccer	sports	Coconuts	Jap
July	late	Bazzu! Magic World	RPG	Hot B	Jap
July	late	WWF: Royal Rumble	sports	Acclaim	Jap
July	late	Super Horse Racing	sports	King Record	Jap
July	late	Super F1 Circus 2	racing	Nihon Bussan	Jap
July	late	Space Knight: Tekkaman Blade	beat-'em-up	BEC	Jap
July	late	Crayon Shin Chan	–	Bandai	Jap
July	–	Battle Dodgeball 2	sports	Banpresto	Jap
July	–	Holy Sword Legend 2	RPG	Square Soft	Jap
July	–	Sonic Wings	shoot-'em-up	Video System	Jap
July	–	Sweetie Pie Mah Jong	strategy	Jaleco	Jap
July	–	Kamen Rider SD	racing	Bandai	Jap
July	–	Super Pro Baseball	sports	Nakama	Jap
July	–	Lord Of The Rings	RPG	G Amusements	Jap
July	–	Super Professional Baseball 3	sports	Jaleco	Jap
July	–	Undercover Cops	beat-'em-up	Irem	Jap
July	–	Super Robot Third World War	–	Banpresto	Jap
July	–	Aliens vs Predator	beat-'em-up	Activision	US
July	–	Super Widget	platform	Atlus	US
July	–	Terminator 2	platform	Acclaim	US
July	–	Final Fight 2	beat-'em-up	Capcom	US
July	–	BOB	platform	Electronic Arts	US
July	–	Rock 'n' Roll Racing	racing	Interplay	US
July	–	Operation Logic Bomb	shoot-'em-up	Jaleco	US
July	–	Tuff E Nuff	beat-'em-up	Jaleco	US
July	–	Pocky And Rocky	shoot-'em-up	Natsume	US
July	–	Kendo Rage	platform	Seta	US
July	–	2020 Super Baseball	sports	Tradewest	US
July	–	Blues Brothers	platform	Titus	US/UK
July	–	Tom And Jerry	platform	High-Tech	UK
July	–	Super Goal	sports	Jaleco	UK
July	–	Batman Returns	beat-'em-up	Konami	UK
July	–	Cybernator	shoot-'em-up	Konami	UK
August	5	Super Nobunaga	wargame	Koei	Jap
August	6	Oonita Atsushi	–	Pony Cannon	Jap
August	6	Super Power League	sports	Hudson	Jap
August	10	Laplus	RPG	Yanoman	Jap
August	10	Super Horse Racing	sports	I'Max	Jap
August	25	Thoroughbred Breeder	sports	Hect	Jap
August	27	Third World War Record	wargame	Enix	Jap
August	early	Sword World SFC	RPG	T&E Soft	Jap
August	late	Mother 2	RPG	Nintendo	Jap
August	late	Torinea	RPG	Yanoman	Jap
August	late	Sailor Moon	beat-'em-up	Angel	Jap
August	late	X-Zone	Super Scope	Kemco	Jap
August	–	Super Chinese World 2	RPG	Culture Brain	Jap
August	–	World Heroes	beat-'em-up	Sunsoft	Jap
August	–	Super Slapshot	sports	Altron	Jap
August	–	Dream And Illusion	–	Hect	Jap
August	–	J League Soccer	sports	Namcot	Jap
August	–	Kunio Ken's Dodgeball	sports	Technos	Jap
August	–	MVP Baseball	sports	Acclaim Japan	Jap
August	–	Kinesis	–	Altron	Jap
August	–	NFL Football	sports	Konami	US
August	–	Zombies Ate My Neighbours	shoot-'em-up	Konami	US

Game publishers are well known to be very fickle creatures, so all of the information we've listed above is subject to change.

CHART THROB

GLOBAL SALES RUNDOWN!

Once again it's time for *Super Play*'s monthly game sales update from around the world! Nowhere else has such a complete guide.

(For weekly UK SNES chart updates, try tuning in to Digitiser, Teletext: page 470, Channel 4.)

OFFICIAL PENGUIN GALLUP UK CHART

ELSPA PENGUIN CHARTS

▲ UP ▼ DOWN ▶ NON MOVER ★ NEW ENTRY

Compiled for *Super Play* by Gallup

1 ▲ **SUPER STAR WARS** JVC
Climbing to the top spot this month is this most popular of film conversions. 89%

2 ▶ **SUPER MARIO KART** Nintendo
This *Super Play* favourite sticks at number two – no less than it deserves. 93%

3 ★ **PUGSLEY'S SCAVENGER HUNT** Ocean
Straight in at number three comes the second – and best – *Addams Family* game. 90%

4 ▼ **BUSTER BUSTS LOOSE** Konami
Cartoon antics from those loveable Toons in this brilliant platform game. 89%

5 ★ **NHLPA HOCKEY** Electronic Arts
New in at number five comes this glorious, fast and furious ice hockey sim. 87%

6 ▼ **PGA TOUR GOLF** Electronic Arts
Not the best of its genre, perhaps, but it still plays a good, solid round of golf. 60%

7 ▼ **DESERT STRIKE** Electronic Arts
Dropping back down the charts it may be, but *Desert Strike* remains a top game. 90%

8 ▼ **SUPER KICK OFF** Imagineer
The lack of decent football games (yet!) has to be responsible for this duffer's success. 52%

9 ▼ **MICKEY'S MAGICAL QUEST** Capcom
Gorgeous, colourful graphics and Mickey Mouse combine in this slightly-too-easy platformer. 89%

10 ★ **SUPER PROBOTECTOR** Konami
A bit of a re-entry at for what we still reckon is one of the best platform blasters around. 90%

Super Star Wars: The lovely platformer's still selling.

Pugsley: Ocean's best makes a strong showing.

Desert Strike: EA's helicopter shoot-'em-up's doing well.

UK IMPORT CHART

Compiled for *Super Play* by Console Concepts

1 **BUBSY** Accolade (US)
2 **FINAL FIGHT 2** Capcom (JAP)
3 **SUPER TETRIS + BOMBLISS** Bullet-Proof Software (JAP)
4 **THE LOST VIKINGS** Interplay (US)
5 **CYBERNATOR** Konami (US)
6 **SHADOWRUN** Data East (US)
7 **STARFOX** Nintendo (US)
8 **POP'N TWINBEE** Konami (JAP)
9 **BATMAN RETURNS** Konami (US)
10 **TINY TOON ADVENTURES** Konami (US)

Bubsy: Disappointing, maybe, but it's still popular.

Final Fight 2: Two-player beat-'em-up's doing well.

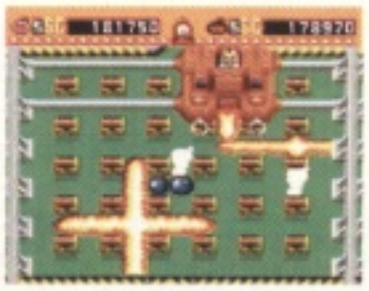
The over-hyped *Bubsy In: Claws Encounters Of The Furred Kind* leaps to the top of the import chart this month, though we can't help feeling this might leave a few disappointed punters out there (see review on page 48 for why). This month's cover game *Final Fight 2* also makes an appearance, as does the enjoyable *Shadowrun* and *The Lost Vikings* (reviewed in issue 8). The rest of the chart is more predictable, though we remain surprised by the success of *Tetris 2*. If this is doing so well here, surely someone should give it an official release in the UK? So far, nobody seems to be doing so...

JAPANESE CHART

Compiled for *Super Play* by Tai Ono

1 **FINAL FIGHT 2** Capcom
2 **SUPER BOMBERMAN** Hudson Soft
3 **METAL MAX 2** Data East
4 **BREATH OF FIRE** Capcom
5 **SUPER MARIO KART** Nintendo
6 **SUPER FAMISTAR 2** Namcot
7 **SUPER TETRIS 2 + BOMBLISS** Bullet-Proof Software
8 **SEPTENTRION** Human
9 **SUPER MARIO WORLD** Nintendo
10 **POP'N TWINBEE** Konami

Septentrion: SNES games don't get more original!



Super Bomberman: The Japanese love this one too!

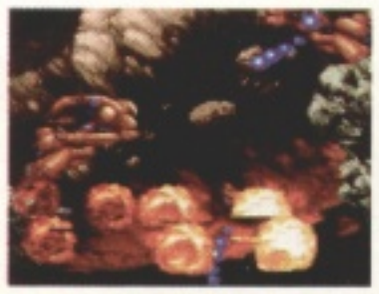
Final Fight 2's doing fine in Japan, as you can see, but we feel there are actually some better games just beneath it. *Super Bomberman* – the *brilliant* multi-player game – is one, of course, but equally we adore *Mario Kart*, we love what we've seen of *Breath Of Fire* (Capcom's RPG, so far for the Japanese market only), and we're sure we heard a bit of a cheer from Jason when *Septentrion* (reviewed this issue) arrived in such a respectable position too. Strange how *Metal Max 2* is back, though. And you'd have thought everyone in Japan would have the great *Super Mario World* by now...

AMERICAN CHART

Compiled for *Super Play* by Woody Carter

1 **STARFOX** Nintendo
2 **BATMAN RETURNS** Konami
3 **BUBSY** Accolade
4 **STREET FIGHTER II** Capcom
5 **TECMO NBA BASKETBALL** Tecmo
6 **SUPER MARIO KART** Nintendo
7 **SUPER STAR WARS** JVC
8 **FATAL FURY** Takara
9 **BUSTER BUSTS LOOSE** Konami
10 **CYBERNATOR** Konami

Street Fighter II: Why aren't they all waiting for *Turbo*?



Cybernator: The third Konami game in the Top 10!

Those Yanks, eh? They're so bloody predictable. This month's chart remains exactly the same as last issue's at the top, with the first two slots remaining unchanged, and only *Bubsy* really shaking things up to any noticeable degree. It's not a bad list of games, though, for all that, with nothing actually *awful* in there, only a couple (*Bubsy* and *Fatal Fury*) being even slightly questionable, and a grand total of three Konami games! The biggest mystery, perhaps, is why all the new American *Street Fighter II* fans aren't waiting a month or two for *Turbo* to come trotting down the line instead.

SUPER PLAY Interview

KUNIAKI KINOSHITA, Konami

By Matt Bielby

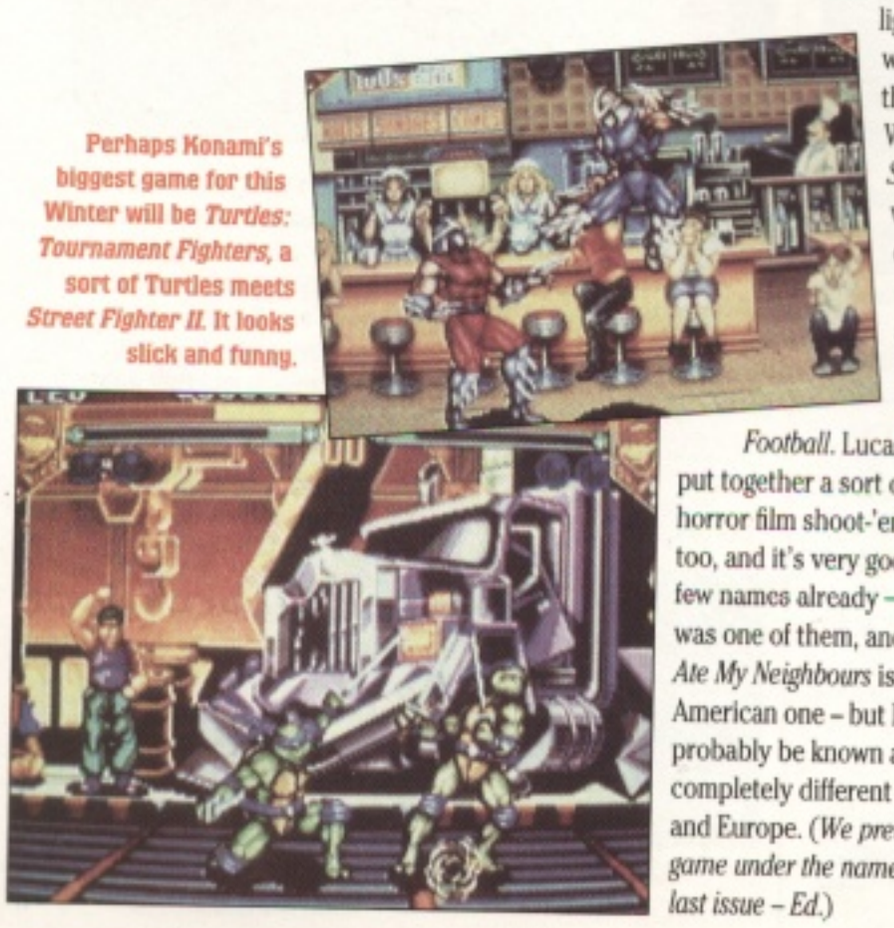
Kuniaki Kinoshita is the General Manager of Konami's research and development department, based in their offices at Kobe in western Japan. Effectively this puts him in charge of all Konami's Nintendo game development – including such great releases as *Assault Suits Valken/Cybernator*, *Tiny Toon Adventures*, *Axelay* and *Pop'n Twinbee*. Kuniaki knew *Super Play*, having picked up a copy of the *Pop'n Twinbee* issue during a visit to London, and was happy to share some insights with us at the recent Chicago CES show...

AT THE RECENT CHICAGO CES, SUPER PLAY SPOKE TO KONAMI'S KUNIAKI KINOSHITA

Q First, could you talk us through the stuff we can expect to see for the Super Nintendo from Konami over the coming months?

A Certainly. Our big Christmas game this year will be *Teenage Mutant Ninja Turtles: Tournament Fighters*, which puts the Turtles into a head-to-head fighting situation, a bit like *Street Fighter II*. The funny thing is that in Japan nobody really knows who the Turtles are, except through our games, but that doesn't stop our beat-'em-ups being popular – though, of course, the biggest market is in the US.

Then there's *Lethal Enforcers*, a shooting thing in the basic style of something like *Operation Wolf*, but which uses a special Konami light gun that will come with the game. We've also got *Sunset Riders*, which is a coin-op conversion set in the wild west, and *NFL Football*. LucasArts have put together a sort of suburban horror film shoot-'em-up for us too, and it's very good. It's had a few names already – *Monsters* was one of them, and *Zombies Ate My Neighbours* is the American one – but I think it'll probably be known as something completely different in the UK and Europe. (*We previewed this game under the name* Monsters *last issue – Ed.*)



Perhaps Konami's biggest game for this Winter will be *Turtles: Tournament Fighters*, a sort of Turtles meets *Street Fighter II*. It looks slick and funny.

Q Why have you come up with your own light gun for *Lethal Enforcers*? Won't it make the game really expensive?

A *Lethal Enforcers* is quite a realistic game with real policemen. We thought about using the Nintendo Super Scope, but it just felt totally wrong. You need to be holding a real gun, not some sort of ray gun affair.

Q How many people do Konami have working on new Nintendo games?

A We have around 100 at our offices in Kobe, all working on Nintendo stuff. Konami have a couple of other offices, including the head one in Tokyo, and development for other systems is done at those. We work in teams of around six or eight, and most games take us about 10 or 12 months to complete.

'Our big Christmas game will be *Teenage Mutant Ninja Turtles: Tournament Fighters.*'

Kuniaki tucks into the last issue of *SP*. 'The Japanese writing on the cover could be better done,' he said.

Q Many people, ourselves included, rate Konami as one of the best Super NES developers in the world – perhaps the very best. What do you put that success down to?

A Beyond the fact that we have extremely talented programmers and developers working for us, and very good equipment for them to work on, I think it's because we all really love the games. We never, ever compromise – if there's a good reason a game is going to take an extra six months to finish, then we give it an extra six months.

Q All Konami's games tend to be in the arcade/action genre. Have you thought about trying other game types?

A It's not strictly true that all our games are action games – just most of them! Indeed, we've got an RPG called *Madara* due for release in Japan soon, and we're quite pleased with it. Even back in 8-bit days we had RPGs, so we do diversify occasionally.

Q How are your plans for Nintendo CD? Do you have games in the works, and will it be your usual arcade-style stuff or something different?

A We will, of course, develop for CD platforms, and we'll do platform games for them as well as other types of game. But, as far as the Super Nintendo CD is concerned, that all depends upon if and when Nintendo release it. I can't really say anything more about it at this time. (*See lead news story for more on this! – Ed.*)

Q Okay, an easier question. What are your favourite games? What do you play most?

A My favourite game is *Gradius*. Maybe that's why we do so many spin-offs!

Q Yet the Super NES version of *Gradius* isn't one of your best – it's a bit slow and jerky. Do you have any plans to do a sort of *Gradius '94*, with all the problems solved?

A I would love to do one, but I don't know if the Konami management will let me do it! We certainly don't have anything planned yet.

Q Okay, where do your game ideas come from? Who decides what sort of stuff Konami will do?

A There are many different ways. Sometimes a programmer or designer will come up with a concept, then we'll talk it through and see how it'll work as a game. Or the management will decide to do another game based on something like Batman or the Turtles. All sorts of ways.

Q What other games companies do you respect? Who do you see as your rivals?

A Lots of companies, obviously, have good products, but the two we really respect are Capcom in Japan, and Electronic Arts in the US.

Q Finally, do you see the Japanese and American markets as very different, and a need to do different sorts of games for them?

A Of course. In Japan games players like their games to be very detailed – from the graphics to clever bits of gameplay to secret levels and so on. In America, they're more concerned with action. Things like *Turtles* are for the US market, while in Japan they like games where the main character can develop, like RPGs. It's a challenge to us to create games that work in both markets.

Turtles: Tournament Fighters, *Sunset Riders*, *Lethal Enforcers*, *NFL Football* and the re-named *Monsters* will be released on as-yet-unspecified dates between now and Christmas.

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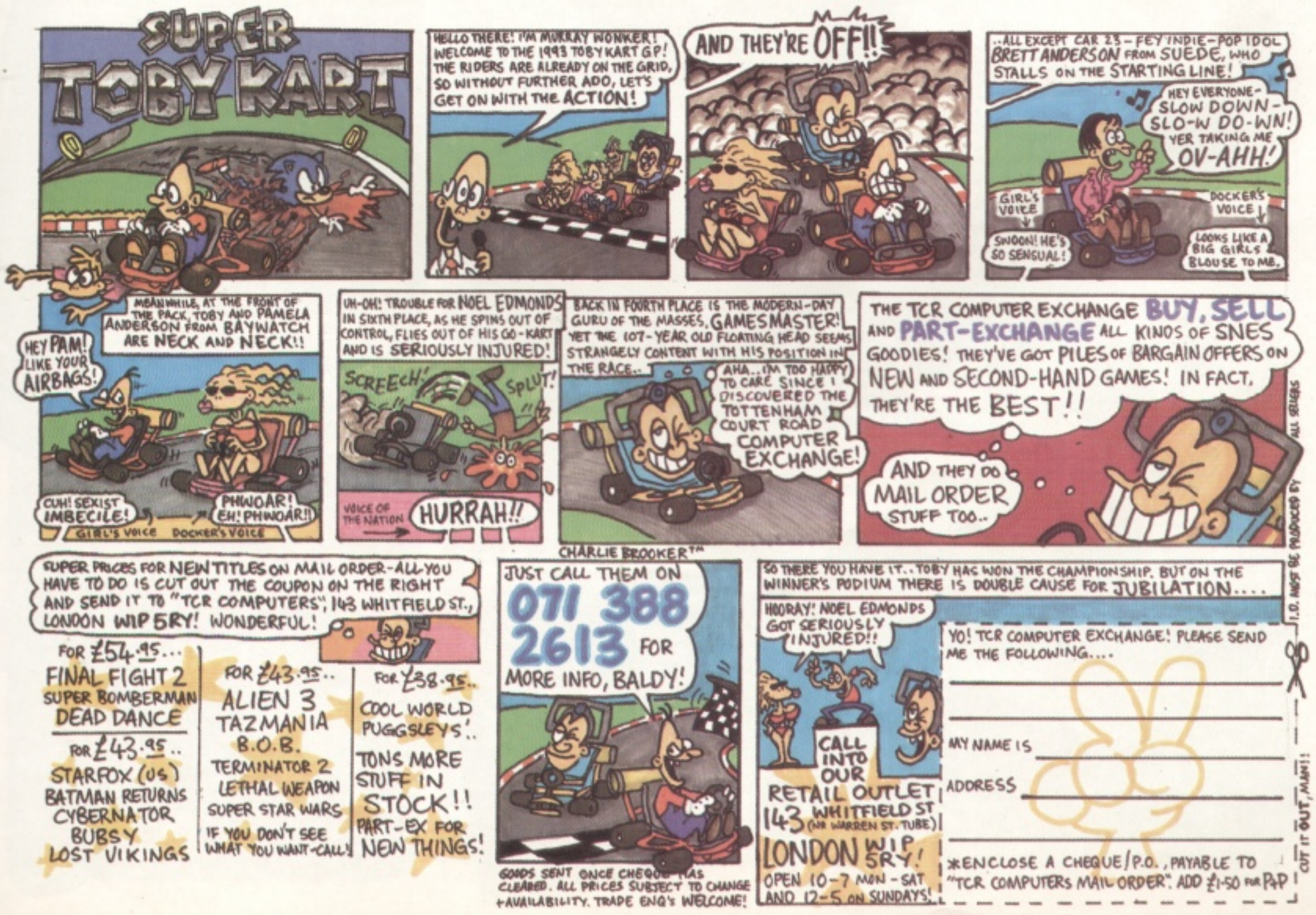
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GIRL'S VOICE
SWOON! HE'S SO SENSUAL!
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LOOKS LIKE A BIG GIRL'S BLOUSE TO ME.
MEANWHILE, AT THE FRONT OF THE PACK, TOBY AND PAMELA ANDERSON FROM BAYWATCH ARE NECK AND NECK!!
HEY PAM! LIKE YOUR AIRBAGS!
CUH! SEXIST IMBECILE!
GIRL'S VOICE
PHWOAR! EH! PHWOAR!!
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UH-OH! TROUBLE FOR NOEL EDMONDS IN SIXTH PLACE, AS HE SPINS OUT OF CONTROL, FLIES OUT OF HIS GO-KART AND IS SERIOUSLY INJURED!
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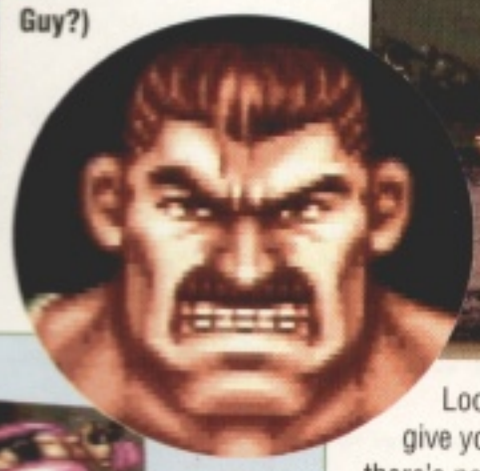
FINAL FIGHT 2

Looks like the first *Fight* wasn't so *Final* after all. The sequel's got more characters, more Mbits and a two-player mode. But is it actually any better?

Japanese Release

Game: Final Fight 2
Publisher: Capcom
Developer: In-house
Price: £69.99
Release: Out now
Players: 1 or 2 simultaneously
Cart ROM: 10 Mbit

Look! There's Chun Li in the background, eating some chips. But it's not her we're worried about. Haggar, Maki and Carlos are meant to be rescuing Maki's dad Genryusai, who tutored Guy (out of *Final Fight Guy*) and his daughter (and Guy's fiancée) Lenna, who've been kidnapped. (The question is, though, where's Guy?)



ROUND 1

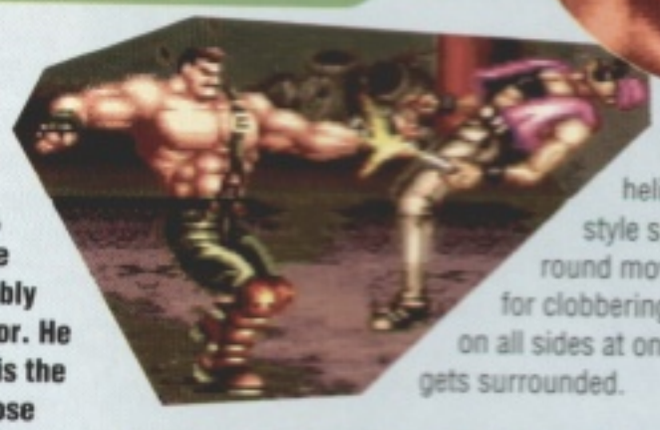
Look! It's a Super Deformed version of Guy, which'll give you an extra life if you pick him up. But, again, there's no time to stop and wonder. On through Hong Kong!

Haggar (you) and Carlos (player two) meet Won Won (the boss).

Now that really is quite disgusting.

HAGGAR

Of the three characters you can play the game with, Haggar's the bulkiest, and probably the best one to go for. He measure 6'7", and is the ex-mayor and a close personal friend of Guy. He's knows loads of moves, and he's learnt some new tricks since *Final Fight*.



His helicopter-style spinning round move is ideal for clobbering baddies on all sides at once if he gets surrounded.

He's surprisingly sprightly for his age and bulk.

The overhead toss – and on just one leg, too.

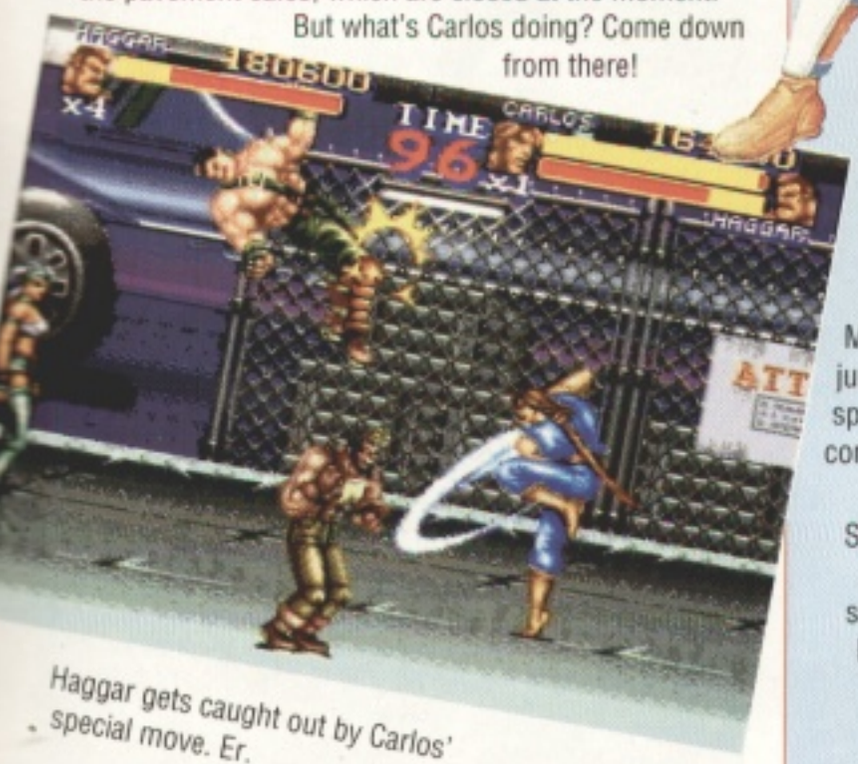
Hurrah! It's Zangief's Spinning Piledriver! (Only now it's Haggar's too.) Every character has a special move; this one's Haggar's.

Oof! Haggar lays into a baddy with his awesome Death Tash move, using his upper lip whiskers to leave a nasty rash on his opponent's chest. (*Er, not really. This is actually a head butt – Ed.*)

While all these fancy moves are great, a simple left hook often suffices – especially when you're built like an ox.

ROUND 2

For round two we fly to Paris (capital of France) – hence the pavement cafés, which are closed at the moment. But what's Carlos doing? Come down from there!



Haggar gets caught out by Carlos' special move. Er.

Look! There's Guile. Haggar, meanwhile, has Freddie (the boss) in his grasp. And what a grasp it is.

CLUBBING TOGETHER

The weapons aren't any more varied than *Final Fight*'s, but they're new. Truncheons...

...giant shafts of wood with alarmingly sharpened ends...

...and throwable knives are all lying around for the taking and making use of.

MAKI

Maki's story is a tragic one. She used to have something going with Guy (who still secretly carries a torch for her), but now Guy's engaged to her sister Lenna, who been kidnapped along with her father. (By the way, *Final Fight* cognoscenti will probably spot that, move-wise, Maki's got a lot in common with Cody.)

Maki can jump at walls and spring off them, confusing baddies.

She has no mercy (and very pointy shoes). Note, too, her special knee-cap protectors.

For such a relative shorty, Maki can throw a big chap a surprisingly long way.

Maki's standard attack pattern starts with a couple of teeth-shattering cuffs to the jaw...

...followed by one or two devastating blows under the chin, putting paid to any teeth our foolhardy baddy might have had remaining (and probably knackering Maki's knuckles too)...

...and all rounded off by a huge kick. KO! Sayonara, baddy!

Like a bolt of lightning, Maki streaks through the air towards whichever hapless baddy has dared to challenge her. (Or something.)

Maki's got a special move, too. It's this unfeasible-looking manoeuvre, whereby she hops up onto one hand and spins round and round, sending opposing combatants reeling back in all directions.

ROUND 3

Now we're in Holland, the Land of the Clog, where the inhabitants seem to favour poking people with electric cattle prods, the results of which you can see to the right. Electrifying. What a shock. Etc.

Schwipoof! That's one less baddy to worry about.

The boss, Bratken, is a big chap. With wellies.

Carlos tosses a baddy over his head, while Bratken tries to creep up on Haggar. But his wellies give him away.

CARLOS

Carlos is a relative newcomer to the *Final Fight* clique. He's from Brazil, and he's actually Haggar's lodger. Quite who he fancies and who he trained with isn't clear, but our money in the latter case would be on whoever trained Guy (Lenna's fiancée) – both characters have uncannily similar moves. Unlike Guy, however, Carlos carries a sword which he uses a fair bit.

Keep pressing the 'attack' button and Carlos will systematically perform a similar sequence of moves to Maki. He softens up his opponent with a series of left and right hooks, and then polishes them off with a firm boot in the side of the head. 'Biff! Baff! Boff!' he goes. And then 'Thwonk!'

Like a bolt from a crossbow, Carlos cleaves the air in twain. Pity the baddy who stands in his way.

His special move? This swishy, swoshy number involving his sword, which, like everyone else's move, sees to baddies both in front of and behind him. There really is no escape.

They obviously aren't in the habit of playing by the rules in Brazil.

Up he goes, and down he comes again, his fist extended so as to inflict a nasty bruise on that baddy's back. 'Cough!' goes the baddy.

So low is the regard in which Carlos holds his enemies that, laughing, he lies on his back and juggles them with his feet. (*Actually he's performing a particularly exotic form of throw – Ed.*)

BONUS GAMES

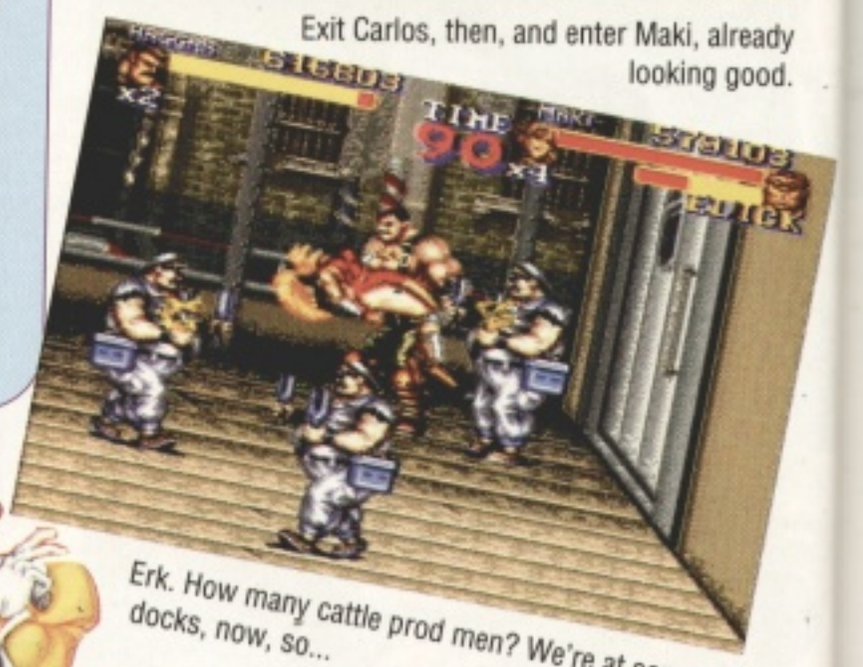
Bonus games crop up after rounds two and four. The first involves you and your chum bashing up, er...

...a car. You can climb all over it, and whoever inflicts the m...

...ost damage wins. Likewise, whoever bashes the most barrels in the other game wins lots of points.

ROUND 5

Exit Carlos, then, and enter Maki, already looking good.



Erk. How many cattle prod men? We're at some docks, now, so...

ROUND 4

We're in London now, with a railway train and some more baddies.

And now we're on top of the train, which has set off. Hold tight!

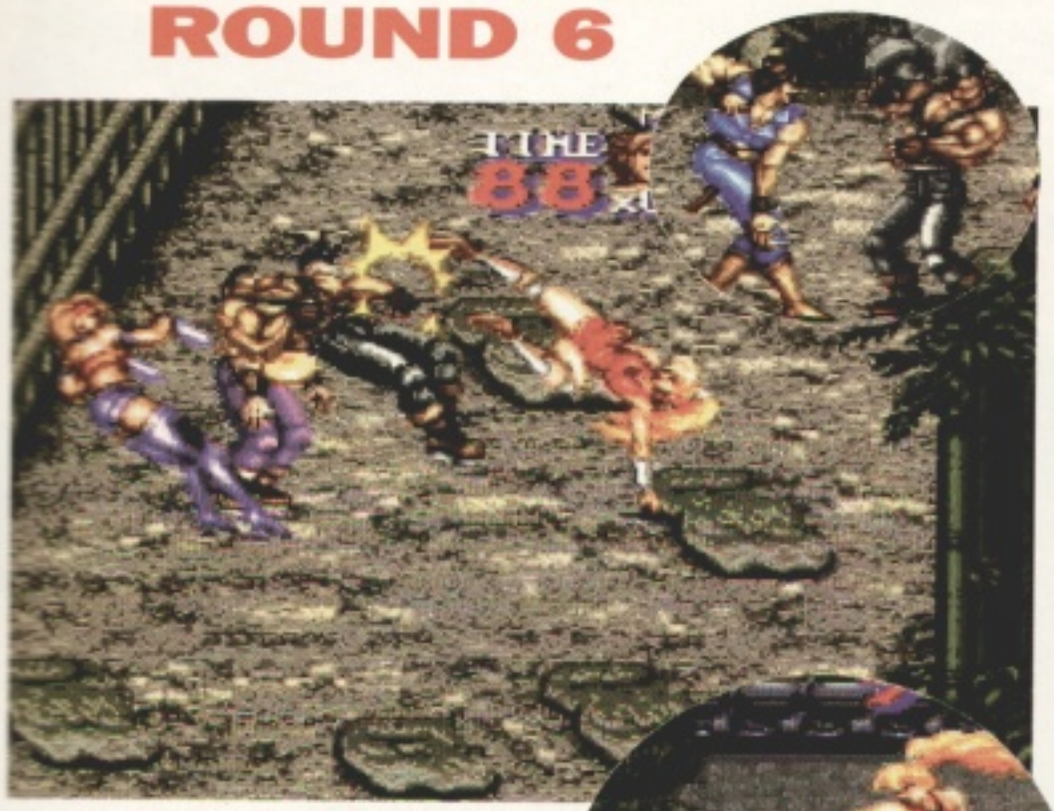
This is Philippe, the boss, who's dressed like a clown. It's a circus train, you see. He's not very funny, though.

In fact, Philippe is jolly tough indeed, as the late Carlos would have testified. Luckily, though, when you continue you can swap.

...we inevitably end up hopping onto a boat, crewed by yet more baddies.

Ar har, shipmates! You'll soon take the wind out of their sails.

ROUND 6



Wallop! Maki dispatches one... two... three baddies with her special spinny kick. We're on the home straight, now.

Maki moves so fast her knee catches fire. (Despite her protector things.)

Come on Haggar! We're nearly there! Carlos is back, by the looks of it.

Just a few more baddies, Haggar! You can make it!!

The final boss is huge and pink, and takes a while to kill.

JASON SAYS...

As a straight, no-nonsense beat-'em-up, the original *Final Fight* earned its fair share of respect, setting the mould for the dozens of crumby imitators we've had to endure. And I've never understood why. Sure, I'm ready to admit that I'm not the world's greatest beat-'em-up fan, but coin-ops like *Golden Axe* and *Double Dragon* made things far more interesting by including loads of different objects to throw, ladders to climb, and, er, dragons to mount etc. In short, they're examples of how beat-'em-ups *should* be modelled. They're fun.

In stark contrast, *Final Fight 2* isn't any fun. In fact, it's the kind of no-frills beat-'em-up that gives the genre such a bad name. There *are* great backdrops, huge sprites and a few more moves than in the previous game, but it's still terribly dull, with very little imagination having gone into the design and structure of the thing. Why couldn't there have been some more varied action, especially in light of the depth people have got to used to in *Street Fighter II* (admittedly a completely different type of beat-'em-up)?

Perhaps the biggest fault with *Final Fight 2*, though, is that it's incredibly easy – even Matt was able to finish it for heaven's sake! So, while this might be a comfortable and graphically impressive start for beat-'em-up novices, for the rest of us it's just a nice-looking re-hash of a stylish, but shallow, game. I'd be surprised if any of *SFII*'s designers had a hand in this...

GOOD, BAD OR UGLY?

If I had to sum up *Final Fight 2* in just one word, I think that word would be 'disappointing'. But I haven't. I've got to do it in about 600 words. Oh crumbs.

All we knew about *Final Fight 2* prior to actually sitting down and playing it was that it provided that all-important two-player mode, it gave you three characters to choose from rather than the original game's two, and that it was on a 10 Mbit cart rather than the original's 8 Mbit one. The rest we could only guess at by studying Capcom's preview pictures. We ventured that this game would probably have much better graphics than the first one. And more moves, perhaps, and more things to pick up and use as weapons – that kind of stuff. We basically thought it might be the game to put scrolling beat-'em-ups back in the running. (After all, even though we gave the original *Final Fight* 86% when we reviewed it in issue 1, having seen things like *Batman Returns* we would be inclined to adjust that to more like 70% if we reviewed it again.)

And in many ways we were spot on. The graphics really are great, with some corking backgrounds, and it's neat the way that, if you look really closely, you can see the odd spurt of blood or teeth flying out. Brilliant. That sort of thing's what escapism's all about.

There are indeed more moves, too. This is partly because there are more characters, of course, but each one's a bit more versatile than the first game's as well. Haggar's particularly good, with his Spinning Piledriver and everything. And it's great the way they're accessible enough for you to use them all on a regular basis, rather than sticking with the same one or two. But even so, this is the first thing that disappointed us about the game. There still aren't *that* many moves, and as a result the game seems rather shallow. (Why someone doesn't do a scrolling beat-'em-up with a range of moves like *Street Fighter II* is beyond me.)

The second is the lack of variety. There are only three things you can actually pick up and use as weapons, and the action never varies from simply walking around beating people up. If you find scrolling beat-'em-ups dull as a rule, *Final Fight 2* won't be an exception.

There are actual tangible flaws in the game, too. One is the collision detection, which is generous to say the least. You can hit people who don't seem to be anywhere near you at the time. Another is that, in two-player mode, the players can inflict damage on each other, a feature which there's no option to turn off. Although this can be fun, the vague collision detection means it's easy to completely beat up your accomplice by mistake, unless you give him a wide berth the whole time. And there's occasional slow-down, too, particularly when mines start appearing on the screen.

Worst of all, though, is that *Final Fight 2* is far too easy to finish. An imbecile could complete it on his first go in Easy mode, probably in around 30-40 minutes, and switching it to Hard seems to make little difference. Quite honestly, I think anyone who'd just spent £69.99 on *Final Fight 2* would feel pretty hard done by.

There are plenty of good things about the game. (It's still getting a pretty high mark, after all.) There's plenty of video game mythology in there to discover – the *Street Fighter II* characters standing around in the background, for example, or the little Super Deformed Guy (out of *Final Fight Guy*) you pick up for an extra life. And the bosses are imaginative – I was particularly taken by the one who zooms around the screen leaving shadows behind him, although he's a git to kill. And the graphics are, as I said, great.

But it simply isn't the revolutionary game we'd hoped for. It's just another scrolling beat-'em-up.

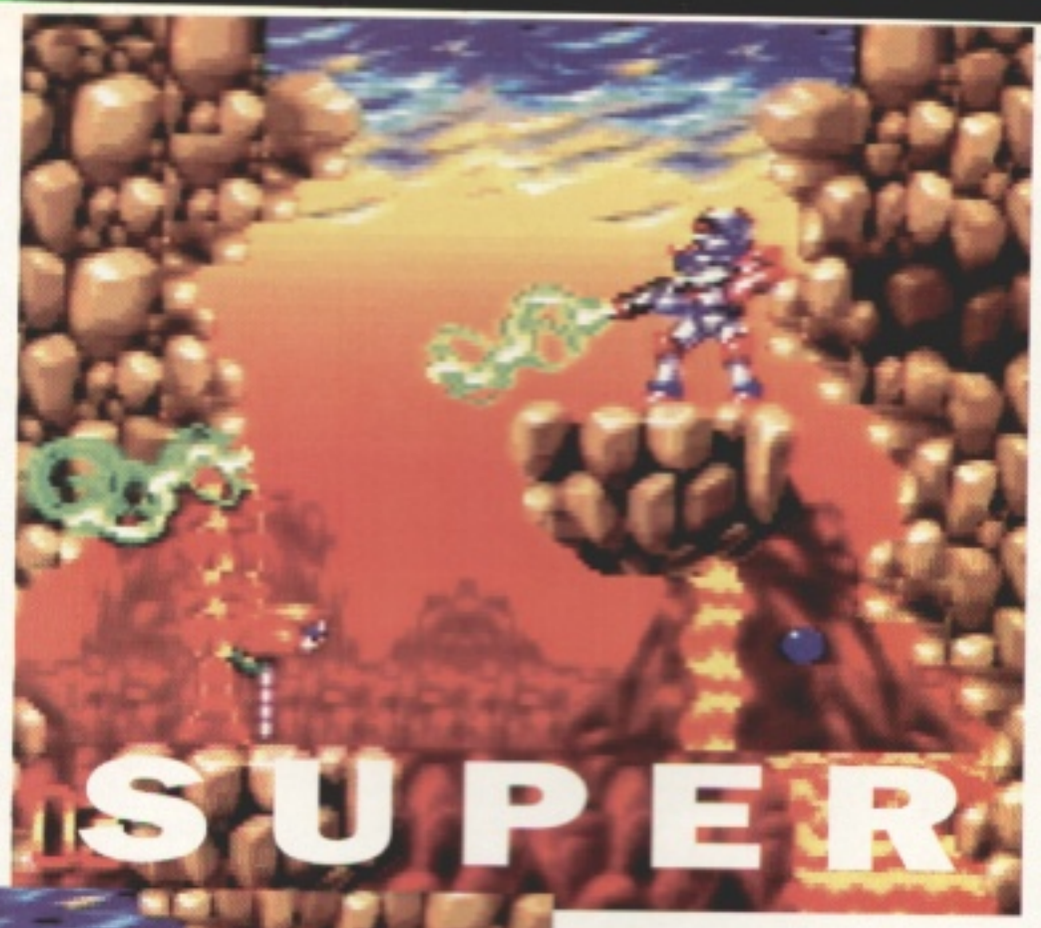
● Jonathan Davies

GRAPHICS	SOUND	GAMEPLAY
90%	60%	83%
GAMELIFE	OVERALL SCORE:	75%
62%		

VERDICT: A bit of a disappointment all round, really. A great scrolling beat-'em-up, but nothing we haven't seen before, and too easy.

Thanks to Zap Games, (0532) 590077, for lending us this cart.

The Super NES shoot-'em-up arena has never been such a crowded place to be, so the prospect of a revamped Amiga blaster might not sound all that promising. Till you see what it is...



SUPER TURRICAN

US Release

Game: Super Turrican
Publisher: Seika
Developer: Factor 5
Price: Approx £45-£50
Release: Out now
Players: 1
Cart ROM: 4 Mbit

Crammed into *Super Turrican*'s tiny 4 meg cart are 13 levels of platform action – a pretty impressive statistic to kick off with. The whole thing is divided into five different graphic areas, while the platform shoot-'em-up gameplay isn't dissimilar to that of *Super Probotector* or *Cybernator*, the big difference being that it's simpler, with everything moving so much faster. The emphasis here is on platform hopping as much as it is on shooting.

Yes, the first boss is the same metallic fist as in the Amiga game! As you might have guessed, the big difference here is that it features scaling and rotation, both of which actually look quite nice.

Level one begins in a similar setting to the start of the Amiga games. There are hidden platforms to get to bonus items, but these have to be shot first before they appear.

There's even that big metallic tower from the first game. Here, Turry has to blow himself a path through the metal, as he can't get over the top of the tower.

These well-animated moving platforms bob up and down when you land on them.

Underwater sections, with *Darius*-style metallic fish, crop up on the second level.

Secret bits like this are usually only accessible by revealing hidden platforms.

MEAN, MOODY, MAGNIFICENT!

Almost identical to the first boss in *Turrican II*, *Super Turrican*'s second boss jumps all over the place, shooting lasers at you. He's very easy to finish off, unfortunately.

Once this boss has shrunk down to normal size he starts rotating and punching the ground. As a first opponent he's a bit of a walk-over, and doesn't get your adrenalin flowing.

The nicest levels are in a factory-type place, with flames all over the place. Conveyor belts and flowing liquid make things tricky too.

The rotating head of the factory boss gets bigger as you shoot. Hide behind platforms to avoid him.

At the end of level five, there's this panic-inducing scale up a passage to tackle – it gets narrower as the walls close in.

See how Turry's behind the scenery? Well, that's because there are a lots of hidden passages to be explored. It's a shame you can't see where you're going...

THE BIG CHILL

Continuity isn't one of *Super Turrican*'s stronger points. At the end of the factory level you walk straight out into a barren, freezing wasteland. Brrr.

The catching-the-air bit from *Turrican II* also turns up, as you climb these giant trees. Try and jump when the snow is blowing downwards and you'll get nowhere.

THE LAST STAGE

HR Giger has a lot to answer for. The last three levels are full of face huggers and alien eggs and, it has to be said, some rather crude aliens.

'Arrrgh! It's a face hugger!'

There are weird rolling blue things to avoid on this level too.

An alien express train-type thing, where you have to jump across the gaps between the 'carriages'. But it looks like it's running on an Amiga circa 1988. Ho hum.

GOOD, BAD OR UGLY?

If ever a game was liked for all the wrong reasons, it's *Turrican*. Take the Amiga originals. A few years back, games like *Turrican I* and *II* were the Amiga's *raison d'être* for some people, particularly those who craved the flashy, slick console-style games that home computers lacked. However, looked at coldly, both *Turricans* were little more than triumphs of technical bravado. They were bursting with great graphics, impressive scrolling and some really catchy soundtracks, yes, but had very little in the way of creative and involving gameplay.

You might be surprised to hear that *Super Turrican* isn't actually the third instalment in the series (*that*'s appearing on the Amiga and Mega Drive), but instead simply a sort of slick, remixed version of the first two *Turrican* games – as such it features few surprises, but we can see why they went this route. *Turrican* will be new to most game players, after all, and you can't be too inventive when restricted by a 4 megabit cartridge. Indeed, judged by this fact alone, *Super Turrican* scores quite highly, packing more graphics and sound into its 4 megs than most games manage in 8. It's still short on variety, though – at least it doesn't offer quite the same size of playing area that the first two games did. But the game has been streamlined and tightened up, and thankfully there doesn't seem to be quite the same aimless jumping about that the first game was full of. The bonuses are more cleverly hidden too.

However, despite these improvements, *Super Turrican* still doesn't quite compare to the innovative design of top quality SNES games like *Super Probotector* and *Cybernator*. There's some brilliantly shaded graphics, fast scrolling, no slow-down and decent sound, but it lacks the kind of over-the-top sensation and imagination that Konami and other top Japanese companies usually throw at these type of games. This slight lack of vision is never more obvious than with the bosses that crop up. They simply *look* like they're out of a computer game, and the final one is a real disappointment. And to cap it all, while the sound is great, many of the tunes aren't a patch on the brilliant Amiga originals – something I needed consoling about for days (well, almost).

Oh dear, I seem to have veered off the path of enthusiasm and nostalgia, haven't I? Sounding this downbeat isn't what I'd intended, because I *do* like much of what *Super Turrican* has to offer. Perhaps what's really underlying my disappointment is that Amiga owners can probably get a copy of *Turrican II* for under a tenner and, in some ways, end up with a tougher, meatier game. Newies to the *Turrican* series, however, *will* find a polished game in here, and are unlikely to be disappointed. It's certainly worthy of some consideration.

● Jason Brookes

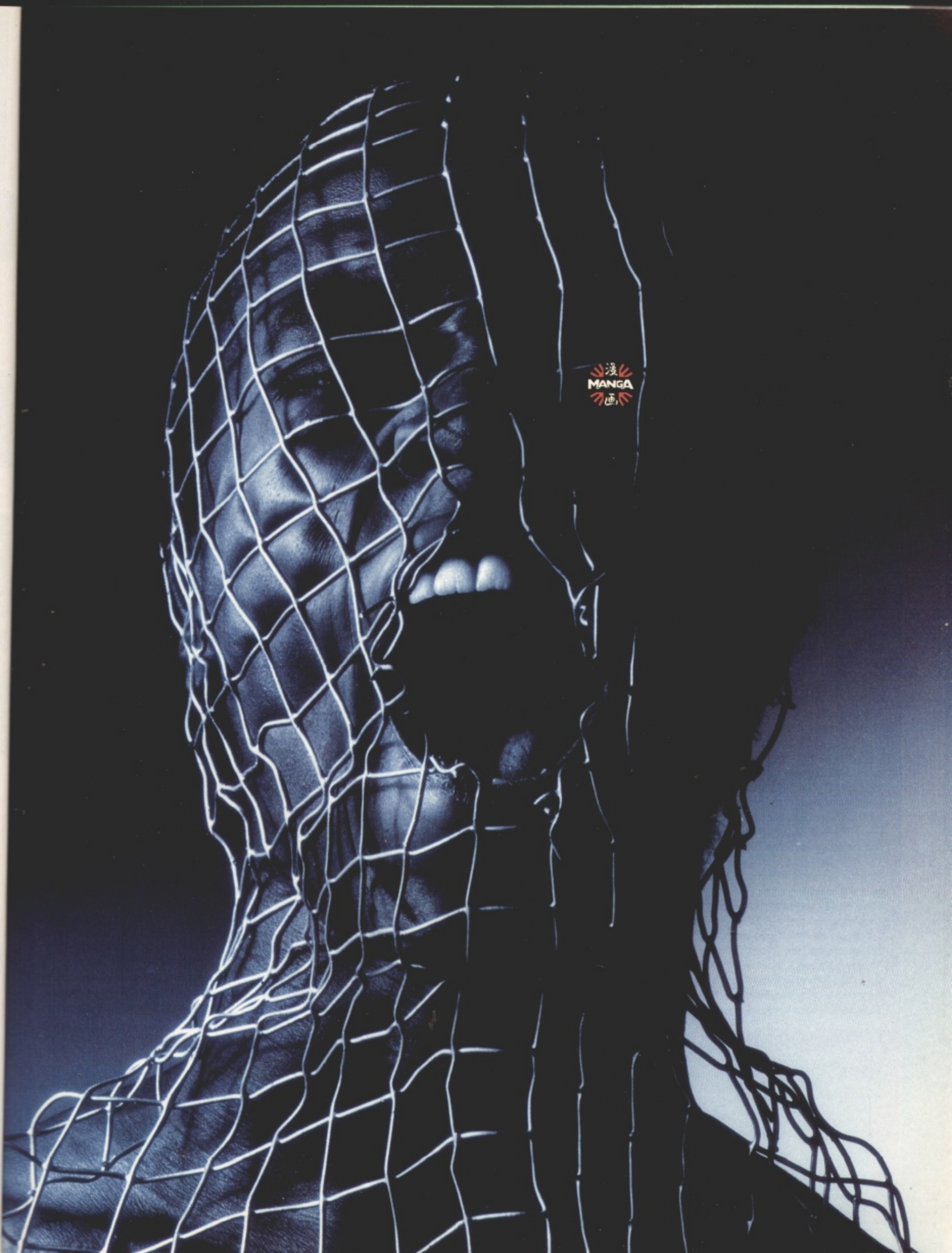
GRAPHICS	SOUND	GAMEPLAY
85%	92%	84%
GAMELIFE	OVERALL SCORE:	80%
78%		

VERDICT: A fast, smooth platform shoot-'em-up, overflowing with smart graphics and sound. Despite some minor improvements, this ain't that different from the Amiga *Turrican* games – it's slick and playable, but lacking in the major-league thrills we're now used to.

Manga Video. They can't touch you for it.

The constantly expanding range of Manga titles is available from the best comic, video and game stores, including Virgin, HMV, WH Smith, Our Price, Virgin Games Centres, John Menzies, Game Ltd, Future Zone, Blockbuster, and Forbidden Planet.

AN ISLAND INTERNATIONAL COMPANY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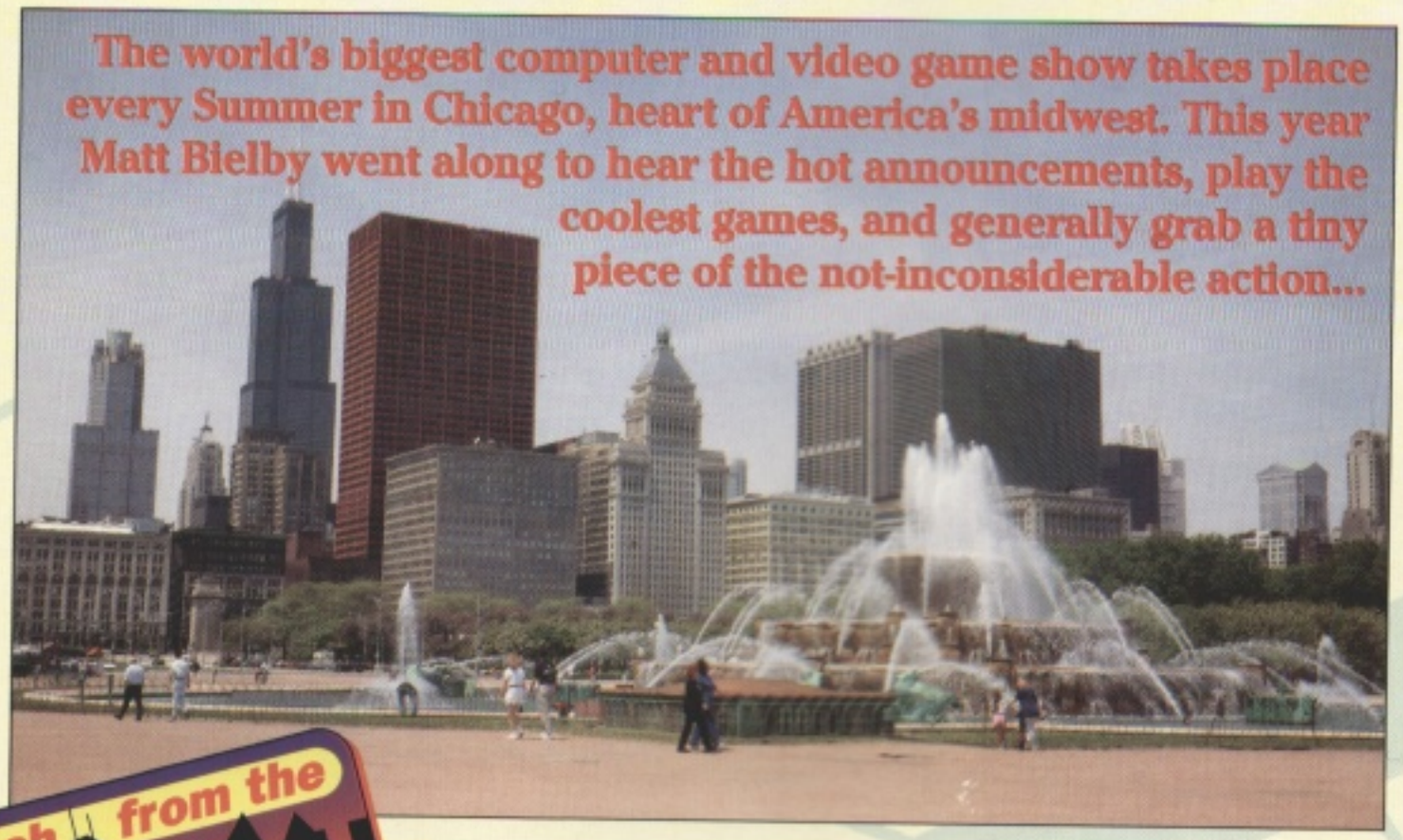
CHICAGO

Summer CES, Chicago 3–6 June 1993

The world's biggest computer and video game show takes place every Summer in Chicago, heart of America's midwest. This year Matt Bielby went along to hear the hot announcements, play the coolest games, and generally grab a tiny piece of the not-inconsiderable action...



Fresh from the CES!

So, what was it like? That's what everyone keeps asking me, but summing it up in a couple of words is really very hard to do. For a start it's big – bloody big. CES doesn't actually stand for 'Computer anything', but 'Consumer Electronics Show', and whole giant halls come packed with car hi-fi, business PC stuff, high end TVs and the like – nothing at all to do with us, though it's all fascinating stuff. The games area is nothing to be sniffed at on its own however – easily eclipsing anything seen in this country (including our own FES), even though it perhaps only comprises about 25% of the entire show.

The whole thing is held at a place called the McCormick Centre, near Lake Michigan in south Chicago – a gigantic exhibition hall (at least as big as anything in the UK), but one they're about to tear down because they reckon it's 'too small'. Yes, they're planning something bigger instead. The mind boggles.

So how do you cope with it all? Well, by simply taking a deep breath and getting stuck in, I guess. This is basically a trade show – though it's on for four days, the public only get let in on the last one, which is bad for US game fans, but great for people like me. It means things don't get so crowded that you can't get anywhere near the hottest new releases, though it does make the atmosphere perhaps slightly less exciting than you get at any large UK shows.

Initial impressions, then:

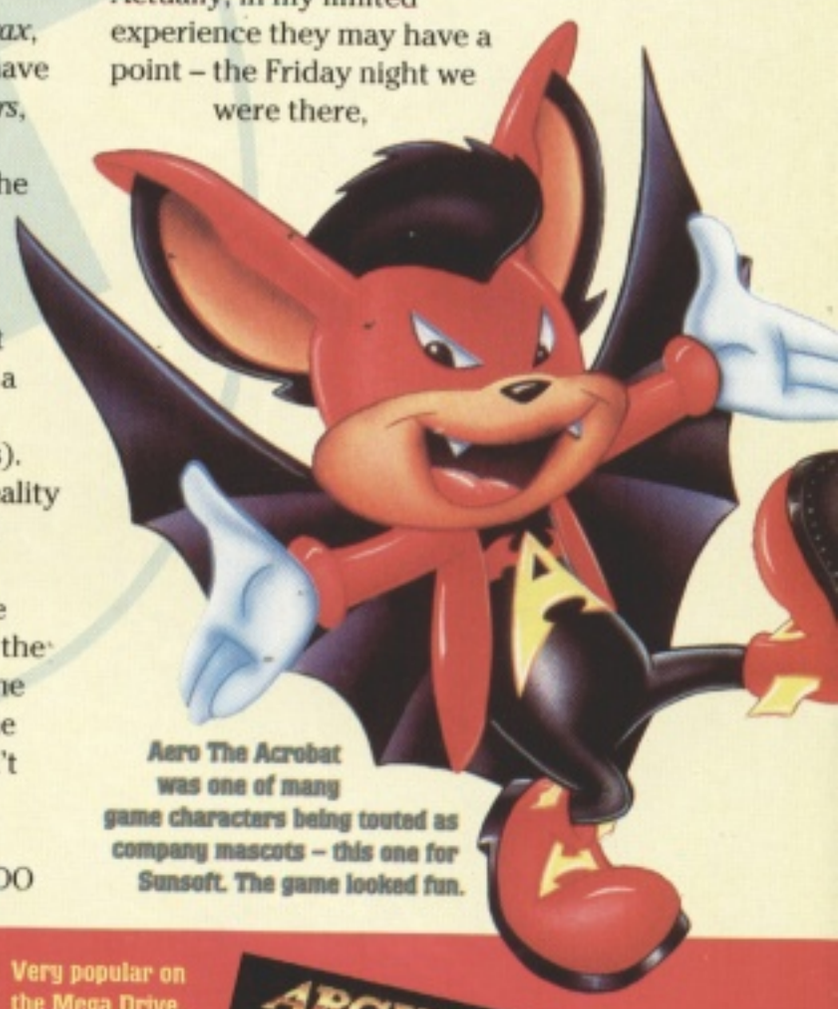
1 Though both Nintendo and Sega had massive, massive stands, neither had any really brilliant, stunning products on show. Yes, all Nintendo's stuff did look fairly good, but *FX Trax*, at least in the form it was shown here, didn't have the 'wow' factor of *Starwing*, and *Mario All Stars*, while brilliant, hardly pushes any boundaries. Sadly, Nintendo seemed to be retreating into the past rather – the NES got itself redesigned for the mid-90s, with a new, much smaller casing and a new low price, while Mario was being pushed just about everywhere you looked (not just with *Mario & Wario* and *Yoshi's Safari*, but a million Game Boy and NES titles too, not to mention a number of new educational spin-offs).

Once again, Sega, with their new Virtual Reality gizmo and assorted Mega CD goodies, actually looked like the more exciting company to the untrained eye, even if, on closer inspection, the overall quality wasn't that high. Couple that to the sad rumour-that-became-painfully-true about the Nintendo CD, and you can't help suspecting The Big N has rather lost its momentum, and doesn't quite know what it should do next. Oh dear.

2 The undoubted star of the show wasn't a conventional console at all, but the new 3DO machine, an interactive CD player started by EA, but now set up as an industry standard by the new, independent 3DO company, with competitive machines being manufactured by the likes of Panasonic, Sanyo and so on. The eight or so work-in-progress games on display looked to have a lot of potential, and the basic machine even more so. Expect to hear a lot, lot more about 3DO in the coming months – indeed, we'll be running an interview with one of the men behind the machine in *Super Play* next month.

3 Truly exciting new third-party Super Nintendo games were few and far between, and had been developed by the usual suspects – Capcom, Konami and the like. Capcom perhaps had the strongest display – *Street Fighter II Turbo* was awesome to actually play, and their *Aladdin* platform game (based on the newest Disney cartoon) was a stunner too. Of the other companies, Virgin (perhaps surprisingly) put on an excellent show – *Young Merlin* and *Robocop vs The Terminator* looked OK, their *Jungle Book* was great (a platform game that looked very true to the classic cartoon), and their Mega Drive interpretation of *Aladdin* was perhaps even better than the Capcom SNES version!

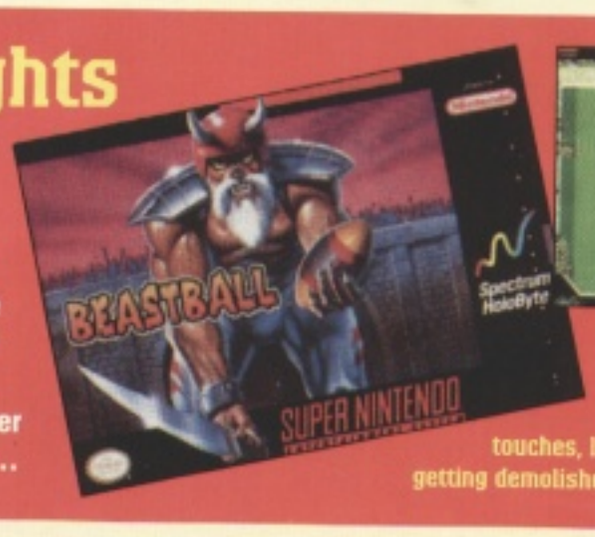
4 It only took a second at the show to realise that American punters love sports games – or so the console companies seem to think, anyway, judging by the number they had on display. Actually, in my limited experience they may have a point – the Friday night we were there,



Aero The Acrobat was one of many game characters being touted as company mascots – this one for Sunsoft. The game looked fun.

CES Highlights

CES being the size it is, there's simply not enough space to show you all the games on display – not even in nine pages like this. We've picked out some of the real high points for bigger previews in Super Express, but here's a cross-section of the other stuff on show, both old and new...



Beast Ball features some neat touches, like the ground getting demolished as you play.

Very popular on the Mega Drive, *Arcus Odyssey* could repeat that on SNES.

CALLING

by Matt Bielby

The show was massive (above), divided into clear Nintendo, Sega and 'all the rest' sections. Weather was dull and stormy, but sunny at the weekend (right). New, cheaper NES (below).

the Chicago Bulls beat the New York Giants quite decisively (this is basketball for those of you who don't know), and that evening you couldn't go anywhere without someone talking to you about it/asking you the current score/telling you to shut up because the radio was on and they'd just missed an important bit. One of the giant sky-scrapers in the centre of town had a constantly up-dated report flashed onto the side of it by laser to ram the message home – these people absolutely *love* their sport.

That being the case we had (deep breath) at least five ice hockey games, eight American football games, three soccer games, seven serious motor racing games, three basketball games, five baseball games, and an assortment of lesser things like boxing, wrestling and pool due for more-or-less immediate release in the US. That's just a rough, rather conservative guess too – I suspect I forgot a few while compiling that quick list, particularly the phenomenally popular basketball stuff.

5 What also became clear is that many of the Japanese software houses (which – the likes of EA aside – still tend to dominate the Super Nintendo market) seem to tell their US subsidiaries next-to-nothing about any new games they're working on, at least until they're about to come out. I lost count of the number of times I had to explain to American software people just what a certain game *from their own company* was, because they simply hadn't heard of it yet – and this was true even with those games that have already been released by their company in Japan. How very odd.

6 What also became clear is that, just like the American film companies, the games industry seems to run in a pack too – when one lot has a success with a certain sort of game, they all desperately try to copy it. The *Street Fighter II*-like fighting game is a case in point, and the cute game character is another: This year, every seemed to have their own Mario/Sonic-type creation waiting in the wings, as a sort of company mascot-cum-game star. Ones that immediately spring to mind: Ascii's *Ardy Lightfoot*, DTMC's *Lester The Unlikely*, Sunsoft's *Aero The Acrobat*, Accolade's *Bubsy*, Tradewest's *Battletoads*, Mindscape's *Alfred Chicken*, and so on. But there were plenty more.

7 Also obvious (and see Fantasy Quest this issue for more on this) was that RPGs are suddenly becoming big news on consoles in the States. Maybe it's got something to do with the launch of the Super Nintendo mouse, and maybe not, but not only are a fair number of Japanese RPGs being translated for release in the US, but an equal number of US companies are coming up with their own too. For those gameplayers who *really* like something to get their teeth into, this just has to be good news.

8 The most obvious thing of them all, though, was that nobody's quite sure what to do with CD technology yet. Sega's 16-bit CD system has quite obvious limitations, and though some of the new stuff for Mega CD on display at the show was better than the stuff we've seen before, it still didn't really manage anything that new. Equally, both PC CD-ROM and Philips CD-I seemed to be mucking around with barely-improved versions of existing games most of the time, leaving it all up to 3DO to do. This certainly seems to be the machine with the most potential to do CD-based games justice, managing the same sort of effects as a top-end PC at a less than $500 price tag – and with games promised at existing console prices or less. 3DO really does look scarily like being the future, unless Nintendo pulls its socks up.

But okay – what about the games? Here's a complete list of the new Super Nintendo stuff on show (I've skipped most of the games already out in Japan under different names), with relevant comments on each one...

Nintendo's stand dominated one side of the hall (top). *Crash Dummies* looked good on the Acclaim display (above).

Beauty & The Beast **was one of many Disney-cartoon based games at the show, and (just like the others) looked very attractive.**

Brawl Brothers **was one of the older games on show, but *Dream Probe* is new .**

Hi-tech military-type games and plain, old fashioned shoot-'em-ups were both conspicuous by their rarity, though some were to be found – especially on Absolute's stand. Platform games, like Activision's *Pitfall Harry*, and sports games were far more common.

Fresh from the CES!

sheer number on show at CES. This one boasted 16 Mbit, and plenty of hype.

NBA JAM

Another 16 megs and plenty of individual players' signature moves in this, just one of a number of official NBA basketball games on show. To be honest, they were hard to tell apart.

THE INCREDIBLE CRASH DUMMIES

Spin and Slick started life as the stars of a series of 'Buckle Up'-style TV road safety adverts, but have since graduated into toys, games and (soon) TV. The game is an okayish platform affair.

T2: THE ARCADE GAME

No sign of the horizontally scrolling 'Judgment Day' version of the film, but there was mucho blasting fun to be had with this, the Super Scope model.

MORTAL KOMBAT

The biggie. Still no news on whether the blood will be included, but the SNES version of the top digitised one-on-one beat-'em-up looked good and playable at the show.

CHAMPIONS' LEAGUE SOCCER

Soccer is beginning to gain in popularity Stateside as the World Cup begins to loom, so the soccer games are starting to appear in force. This one's a forced-perspective horizontally scrolling thing.

THE SIMPSONS: ITCHY & SCRATCHY

Cat and mouse capers in this latest cartoony *Simpson*'s spin-off. It looked quite fun.

ABSOLUTE

HOME IMPROVEMENT

This is apparently based on a popular American TV comedy show, and featured digitised pictures of actors talking about woodwork, and fitting bathroom shelves. I didn't understand it at all.

REDLINE F-1 RACING

Yet another Formula One game takes its place on the starting grid – this was barely distinguishable from a number of previous models.

SUPER BATTLETANK 2

Fans of the first *Battletank* will lap this new 16 Mbit version up. To me, however, it looked – new 'tank gunner's view' aside – almost exactly the same!

TURN & BURN NO FLY ZONE

Rather ridiculous title for this really fairly ordinary Mode 7 aeroplane blaster thing – a shoot-'em-up dressed up in flight sim clothes.

ACCLAIM

NFL QUARTERBACK CLUB

Apparently over 40% of 16-bit sports games sold in America are American football ones, hence the

ACCOLADE

SPEED RACER IN: THE CHALLENGE OF RACER X

Not sure when this'll come to SNES (we saw the PC version) but it's based on a crude *Marine Boy*-like Japanese cartoon shown on US TV in the early '70s. Really of camp value only.

PELÉ!

The football legend was at the show to promote his new game, which looked fairly good. He got involved, apparently because 'I couldn't find a console soccer game I really wanted to play myself.' Right.

AL MICHAELS ANNOUNCES HARDBALL III

Yet another obscure (in the UK, anyway) American sports personality (this one an ex-broadcaster) ties his image to a game.

BRETT HULL HOCKEY

Top ice hockey star Brett Hull's game has a more as-if-you're-on-the-ice viewpoint than EA's game, making it more challenging getting into a scoring position. Plus! Al Michaels crops up here too!

ACTIVISION

SHANGHAI: DRAGON'S EYE

Fans of the ancient board game will like this – it's a very good version.

PITFALL HARRY

Ancient 8-bit Atari jungle-set platformer gets updated for the SNES.

RIVER RAID: MISSION OF NO RETURN

Overhead-view arcade-style blaster featuring little planes – very standard stuff, but fun.

AMERICAN SAMMY

FOOTBALL FURY

Yes, it's more American football, this one making a big play about the fact that it should be easy to learn, with no wading-through-manuals required.

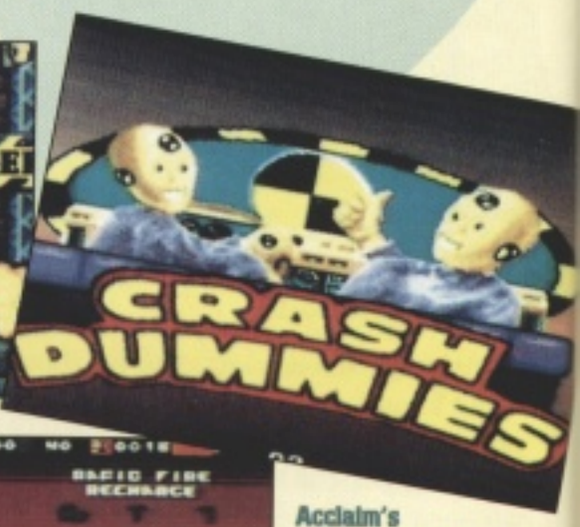
ASC

SUPER TROLL ISLANDS

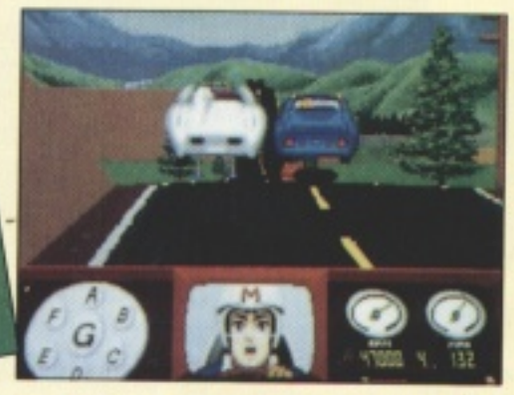
Rather ropey looking platformer based on popular 'cute' doll line, due in November.

HAPPILY EVER AFTER

Ugh! Little to see on this, but it's based on a dreadful sub-Disney retelling of the Snow White story, and is, by all accounts, truly terrible. Just like the movie, in fact.



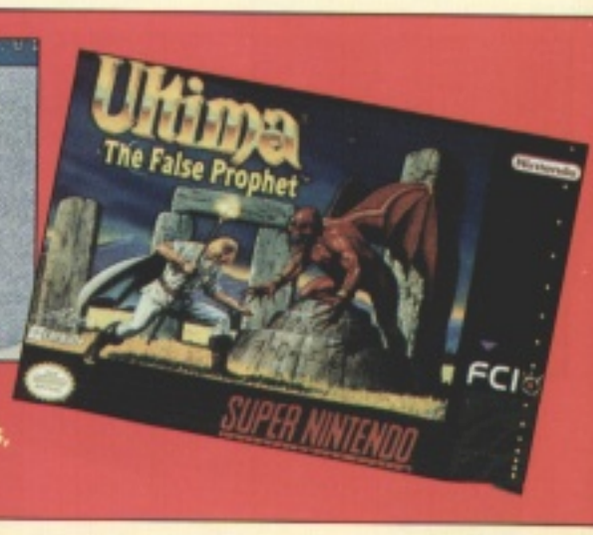
Acclaim's *Crash Dummies* was an odd concept for a game, while the Super Scope-using *T2* thing was as bog-standard as they come. Both looked fairly promising.



The jury is still out on Acclaim's *Champions' League Soccer* and Accolade's *Speed Racer* (PC version shown here).

Disney cartoons aren't the only ones to get games based on them – Warner Bros have done alright too, with *Bugs Bunny* looking very nice indeed.

New Kawasaki game was one of the show's lightweights, while *Ultima* is anything but.



Street Fighter II Turbo, unsurprisingly, proved very popular with most punters. Happily, it's every bit as good as we'd hoped.

ASCII

SPELLCRAFT
There were more RPGs on show than we'd ever expected, and this is just the first of them – an 8 Mbit, 3D isometric affair with 60 hours of gameplay.

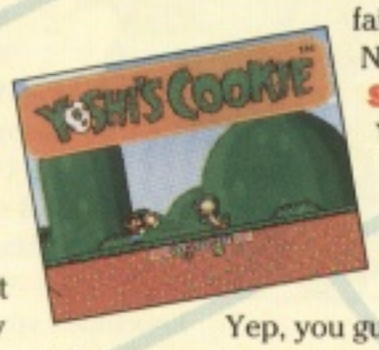
ARDY LIGHTFOOT
Most companies had their own Mario/Sonic-style cute character on show, and this was Ascii's. The game looked reasonable, but we're still not quite sure what sort of animal he's meant to be!

ATLUS

SUPER WIDGET
Fairly poor platform game was first shown at the Las Vegas CES, but is finished now.

BULLET-PROOF SOFTWARE

YOSHI'S COOKIE
Bullet-Proof get to do the SNES version – which includes a new gameplay mode – while Nintendo handle Game Boy and SNES. It's a puzzler along *Tetris*-ish lines.



OBITUS
Old Psygnosis home computer RPG hit arrives on Super NES, and looks pretty similar to the computer version. Just one of many role players on view at the show.

CAPCOM

STREET FIGHTER II TURBO
This played as well as expected, and is sure to be another Capcom smash hit. *Super Mario All Stars* aside, the most exciting SNES product on show, and the most played.

MEGA MAN X
Mega Man, Capcom's famous NES character, arrives on the SNES in new, revamped form – he's harder and tougher than he was before, and the setting is more futuristic.

ALADDIN
Virgin's Mega Drive version looks absolutely brilliant, but there are no flies on Capcom's SNES model either. The fabulous Disney cartoon (yet to be released in the UK) gets lovely platform treatment – expect something at least as good as *Mickey's Magical Quest*.

EYE OF THE BEHOLDER
Classic SSI computer RPG gets the SNES treatment, and looks little changed. Role playing fans have a treat in store...

GOOF TROOP
Based on an American TV cartoon, this is a cute forced perspective overhead-viewed thing. Looks good, if not brilliant.

CULTURE BRAIN

ULTIMATE FIGHTER
This fighting game has the advantage that it can be played in two modes – *SFII*-style one-on-one, or *Final Fight*-style walking-along-and-fighting things. You may have already played the Japanese version, *Golden Fighter*.

SUPER NINJA BOY
Cute, two-player comedy RPG, featuring some platform bits, and some RPG bits. It's more playable in English than it was when it first appeared in Japan as *Super Chinese World*, but it still ain't great.

GOLDEN EMPIRE
Yes, we're talking RPG time here too.

DATA EAST

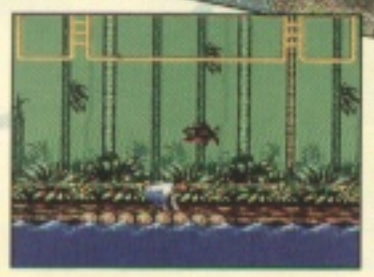
SIDE POCKET POOL
One of the lesser sports gets a look-in with this fairly detailed pool game, based on a big NES hit.

SENGOKU
You'll have to wait until Xmas for this very Japanese-looking fighting game, featuring scenarios from the modern day to the Jap civil war.

MONDAY NIGHT FOOTBALL
Yep, you guessed it – it's yet another American football game, this one based on ABC's TV sport's coverage. High point has to be the special 'Super Play' feature!

DTMC

LESTER THE UNLIKELY
Lester is a gawky, slobbish, sort of bloke with giant glasses – an unlikely hero. However, he still wins the day and gets the girl in this decent platformer.



Yoshi's Cookie (top) and *Rocky Mountain Sports* were a couple of the more amusing games on show – *RMS* creators DTMC claimed to be trying for 'unusual games', and achieved it in *Lester* (left).

ROCKY MOUNTAIN SPORTS
Oddball multi-event sports game, set in the Rocky Mountains and featuring rock climbing, kayaking and ATV racing events.

ELECTROBRAIN

ROAD TO THE CUP ICE HOCKEY
This new hockey game looked faster than *EA Hockey*, and was due a December release.

BOXING LEGENDS OF THE RING
Play La Motta, Hagler, or other boxing greats in this okay-ish new boxing sim.

FUTURE ZONE
A futuristic mercenary platformer thing.

WORLD WIDE SOCCER
Another attempt at the definitive SNES soccer game, this one boasted a Mode 7 pitch etc.

ELECTRONIC ARTS

BILL WALSH COLLEGE FOOTBALL
EA have updated their American football engine, and this is the first result.

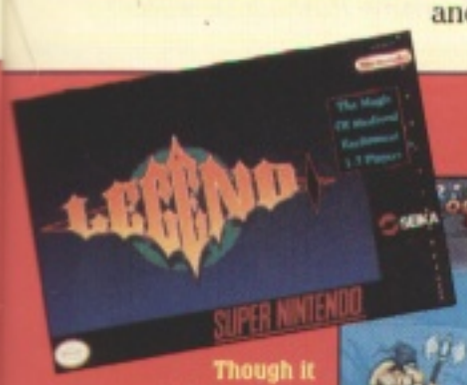
JOHN MADDEN FOOTBALL '94
The old football warhorse gets a *second* upgrade.

NHL HOCKEY '94
EA Hockey gets upgraded too, with *all* the NHLPA players, and *all* the NHL teams.

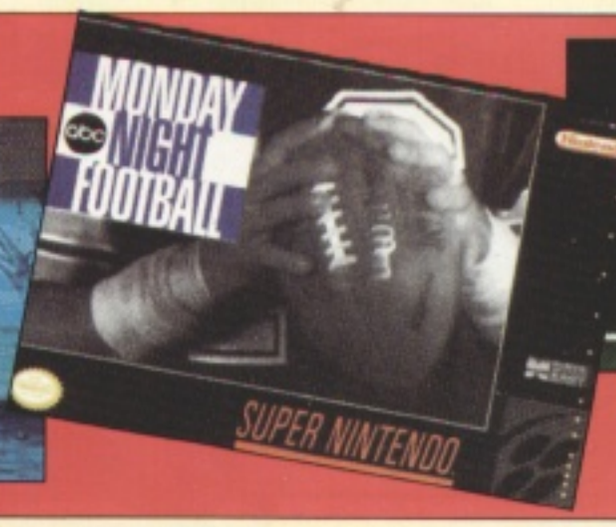
BULLS VS SUNS: THE NBA SEASON
And there's a new basketball game from the company too! This one now has battery back-up, so you can play through a full season.

RUNES OF VIRTUE
New Origin-developed *Ultima*-style RPG gives you 150 levels to explore. It was yet another promising new role player.

The NBA seem to have licensed every basketball game going!



Though it sounds like it might be a role player, *Legend* is actually a *Golden Axe*-style hack'n'slash affair.



What? They've licensed the day 'Monday'? No, this is actually based on a TV sport show!

The sheer number of American football games currently on sale in the States is simply overwhelming. We're still not sure how to choose between them...

Fresh from the CES!

Wizard Of Oz (right and below) just has to be the oldest film ever brought to Super Nintendo. Bright, isn't it?

We're Back! (below) is a sort of dinosaur cartoon, and here's the game.

ENIX AMERICA

THE 7TH SAGA
This 12 Mbit 'next generation RPG' features neat Mode 7 travel modes, alongside the standard *Zelda* viewpoint. Due in September.

PALADIN'S QUEST
Another 12 Mbit RPG, this one is set on an alien planet, but it still manages to get dragons into the picture. Out in October.

EVO: SEARCH FOR EDEN
Out any day, this 12 Mbit platform adventure features the currently-trendy dinosaur-packed prehistoric backdrop.

ACTRAISER 2
The one we've been waiting for – a 12 Mbit sequel to the great *Actraiser*, due around November.

EXTREME

WARRIORS OF ROME III
Extreme is a new name to us, but their first offering is fairly old-fashioned – an isometric strategy game offering a two-player head-to-head option.

EVO is but one of a whole bunch of dinosaur-based games that were at the show, this one a platformer. *Aladdin* from Capcom looked gorgeous – well up to the standard of *The Magical Quest* and so on.

FCI

WCW SUPER BRAWL WRESTLING
Another wrestling game, this one featuring digitised sprites based on real fighters, but probably slightly less satisfying than the latest *WWF* game (reviewed this issue).

ULTIMA: THE FALSE PROPHET
One of the most popular of the *Ultima* RPG series appears on SNES, and boasts over 100 hours of gameplay.

MIGHT & MAGIC III
Yet another RPG for the Super Nintendo.

GAMETEK

FAMILY FEUD
Yes, it's another American game show conversion. We don't really have to say any more, do we?

KAWASAKI CARIBBEAN CHALLENGE
Lightweight overhead-view jet ski and motorbike racing thing.

HI TECH EXPRESSIONS

BEETHOVEN: THE ULTIMATE CANINE CAPER
Oh dear. This one is, of course, based on the recent film about a big shaggy St Bernard dog, features him walking along, jumping, barking and shaking himself, and is completely crap.

BARBIE SUPER MODEL
Um. Nice line up, Hi Tech. In *Barbie* you get to put on your make-up, dress up, and take part in modelling competitions around the States.

WHERE IN THE WORLD IS CARMEN SANDIEGO?
A sort of international detective mystery, featuring you as a gumshoe on the trail of notorious criminal Carmen Sandiego.

WHERE IN TIME IS CARMEN SANDIEGO?
Similar, but in this one you're tracing Carmen through time. As you might have now guessed, both *Carmen* games are semi-educational things for young players.

MICKEY'S ULTIMATE CHALLENGE
A compilation of five educational(ish) puzzle games, all dressed up with some classic Disney characters.

WE'RE BACK!
Based on a new Spielberg animated movie of the same name, you guide a friendly, intelligent T-Rex on a rescue mission in modern-day New York.

HUDSON SOFT

VIRTUAL SOCCER
Hudson's soccer game, as you'd expect, looked fairly impressive too.

BEAUTY & THE BEAST
The games industry seemed to have discovered Disney cartoons as a source for game material this year, and Hudson's *Beauty & The Beast* looked as faithful and attractive as any. It's a platformer, with nifty sub-games dotted about the place too.

INSPECTOR GADGET
This was a nice-looking side-on viewed platformer, featuring the hero of Saturday-morning cartoons.

INTERPLAY

CLAY MATES
The first SNES game to use digitised clay animation for the sprites, this comedy platformer sees our blob-of-clay hero turn into assorted creatures as power-ups allow, and the game requires. Looks great fun.

CLAY FIGHTER
A follow-up to *Clay Mates*, and by the same developers, though this is a sort of clay version of *Street Fighter II*.

ROCK 'N' ROLL RACING
Rock soundtrack and lots of speed add life to this almost *Super Sprint*-like racing game.

THE LORD OF THE RINGS
Giant RPG, based on the classic book, and due for the end of the year.

ROBOCOP VS THE TERMINATOR
16 Mbit futuristic blaster/beat-'em-up, based on the Frank Miller comic (and, of course, *those* films).

IREM

ROCKY RODENT
A fast and very pretty platformer, Rocky (we're not quite sure what sort of rodent he is) uses hairspray to turn his quiff into a weapon.

HAMMERIN' HARRY
We've shown the Japanese version before, but the Yankee one looked just as cute. Unfortunately, however, the man from IREM said it might get more Americanised for the US market...

UNDERCOVER COPS
Enormous sprites make this two-player scrolling beat-'em-up one of the best-looking to appear in recent months.

JALECO

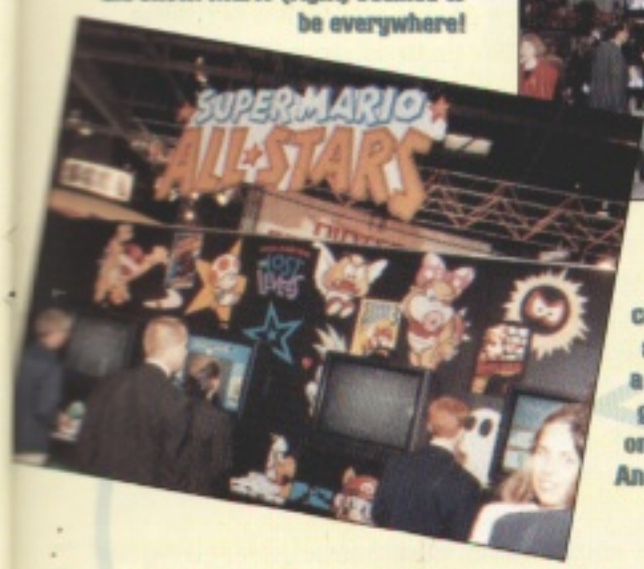
BRAWL BROTHERS
Only sort-of the sequel to *Rival Turf*, this 10 level scrolling fighting game looks okay, but not spectacular. Actually, we've already reviewed it – under the name *Rushing Beat Run*.

It's a futuristic racing game, with slight elements of *Super Sprint* and loads of great tunes.

Interplay had a good show, with a number of good-to-excellent games. One of the next released will be this, *Rock'n'Roll Racing*.

Activision's *River Raid* was one of the (relatively) few classic blasters at the show. It looked okay(ish).

Don't be fooled by the empty Nintendo stand (above) – we took this picture on the first morning of the show. Mario (right) seemed to be everywhere!



Mario All Stars (left) caused quite a stir – 'I'd buy a SNES just to get that!' said one passer-by. And, y'know, he had a point.

TOP GEAR 2
New two-player version of the popular racing game looks smart and fast, with a great snow section.

FIRST SAMURAI
Simplified and shortened for the Super NES, *First Samurai* still looks fairly faithful to the Amiga original, if not quite as special.

KOEI

GHENGIS KHAN II: CLAN OF THE GREY WOLF
Great for strategy game fans, but hardly likely to be ultra-exciting for the rest of us, Koei's historic wargame appears in October.

PTO: PACIFIC THEATRE OF OPERATIONS
PTO allows you to play either the US or Japanese fleet in the campaign after Pearl Harbor, and boasts 250 historical ships! Look for an American release in September.

UTOPIA: THE CREATION OF A NATION
Gremlin's old *Populous/Sim City* lookalike gets a new lease of life on Super Nintendo.

PRO SPORT HOCKEY
Yes, we're talking another ice hockey game here, again with NHLPA backing.

JVC

SUPER EMPIRE STRIKES BACK
Just as good as *Super Star Wars*, but (of course) this one is based on the second film, and just has to be a must-buy.

JAGUAR XJ220
Core's two-player, split-screen racing game arrives on Super Nintendo.

DUNGEON MASTER
Ancient RPG classic at last makes it to the Super Nintendo. But can it hold its own against more modern RPGs?

MAGIC BOY
Another old computer platformer crops up on the Super Nintendo. This looked cute-but-average on Amiga, and is cute-but-average here too.

KEMCO

VIDEO KID
Updated version of the simple Gremlin cutesy blaster that first appeared on the Amiga a couple of years back.

KONAMI

TURTLES: TOURNAMENT FIGHTERS
Great *Street Fighter II*-style Turtles game looks to be a Winter smash.

LETHAL ENFORCERS (WITH GUN)
Konami's own light gun is brought into play for use with this state-of-the-art *Operation Wolf*-lookalike.

NFL FOOTBALL
Even Konami are now trying their hand at American sports! Whatever next?

ZOMBIES ATE MY NEIGHBOURS
The LucasArts developed suburban horror story looks slicker than ever. Likely to be renamed for the UK.

SUNSET RIDERS
Slightly crude looking – but then so was the coin-op – this western arcade game promises good, old-fashioned fun.

McO'RIVER

AERO FIGHTER
You've a choice of eight aircraft in this Japanese vertically scrolling shoot-'em-up, due this Autumn.

MICROPROSE

AIRBORNE RANGER
The only MicroProse SNES game on show was a version of their old *Airborne Ranger*, an isometric walk-around-and-shoot-everybody thing in their typical militaristic style.

NAMCO

PAC-ATTACK
Pac-Man was back in a big way on the Namco stand, this one being a 100-level *Tetris*-lookalike.

PAC-MAN 2
This is actually a sort of platform game featuring Pac-Man, though it does feature the original game as a sort of bonus.

METAL MARINES
This isometric 3D wargame is kind-of like *Utopia* with the city-building bits taken out.

BATTLE CARS
Looking rather like *F-Zero*, but with guns, *Battle Cars* allows for head-to-head road wars with a split-screen mode.

SUZUKA 8 HOURS
Split-screen, two-player motorbike racing in this latest coin-op driving game conversion.

SUPER FAMILY TENNIS
The latest in a stream of tennis games, but one that promises much. Stay tuned to see if it delivers!

NINTENDO

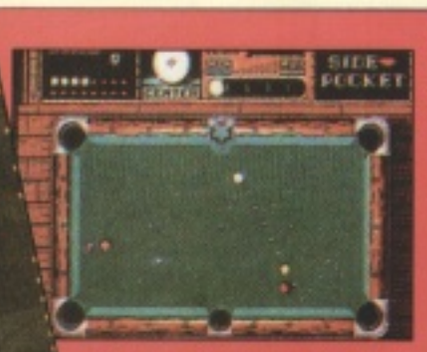
YOSHI'S SAFARI
You play Mario, riding on Yoshi's back and moving down a scrolling road (you have no control over direction) in this latest, and perhaps best, Super Scope game.

Pac-Man (right) was back in a big way on the Namco stand (above), though the original maze-based game style could only be found as a sort of throwaway sub-level. Instead these were a platformer and a puzzle game, and looked cute but (yes) old-fashioned.

MARIO & WARIO
Looking a bit like *Rodland* visually, but playing rather more like *Lemmings*, *Mario & Wario* puts you in charge of a little fairy, modifying the landscape to provide a safe passage for Mario, Yoshi and co, who've all been blindfolded by the nasty Wario.

Street Fighter II Turbo, eh? We can never show enough shots of this, so here are a few more. It was one of the most played games at the show – as it deserved to be.

There were other beat-'em-ups about, but with *Turbo, SFII* remains the king.



Just about every sport you could think of is now available on Super Nintendo, including pool. This was OK, but hardly spectacular.

Fresh from the CES!

SUPER MARIO ALL-STARS

Simply the best! *All-Stars* compiles the first three NES *Mario* games, plus 'The Lost Levels' (the version of the second *Mario* game never released in the US), on one cart – complete with upgraded graphics throughout. Many people at the show said they'd buy a Super Nintendo just to play this, and that seems like an eminently sensible decision to me.

FX TRAX

Argonaut's second Super FX game is a futuristic Formula One racer, allowing more freedom of movement than *Starfox* (you can drive your car off the track and right out of the stadium if you wish!), and a number of 'weird bits' (your car can sort of squeeze in on itself to fit through narrow gaps). It's still only half finished though, so don't expect it until the very end of the year.

NHL STANLEY CUP

Nintendo get into the sports arena, with this new Mode 7 ice hockey game.

BATTLE CLASH II

Updated version of the Super Scope game, it offers a two-player mode where one of you controls the Scope, and the other moves a boss character around the screen.

OCEAN

JURASSIC PARK

Ocean's Christmas biggie, based on *that* movie, features eight way scrolling wandering-about sections for much of the game, but flips to *Robocop 3*-like 3D for the inside-the-buildings bits.

THE UNTOUCHABLES

Ocean's old computer game hit gets updated for '93, but retains at least some of the first game's structure. Fairly promising looking, actually.

MR NUTZ

Ocean's attempt at an ultra-cute game character has been ages in the making, but actually works better than many – big sprites, bright colours, a sense of humour and an appealing squirrel hero all add up to one we're looking forward to.

At long last *Mr Nutz*, Ocean's extremely cute squirrel game (left), was nearing completion, alongside other stuff like *Radio Flyer* (right).

DENNIS THE MENACE

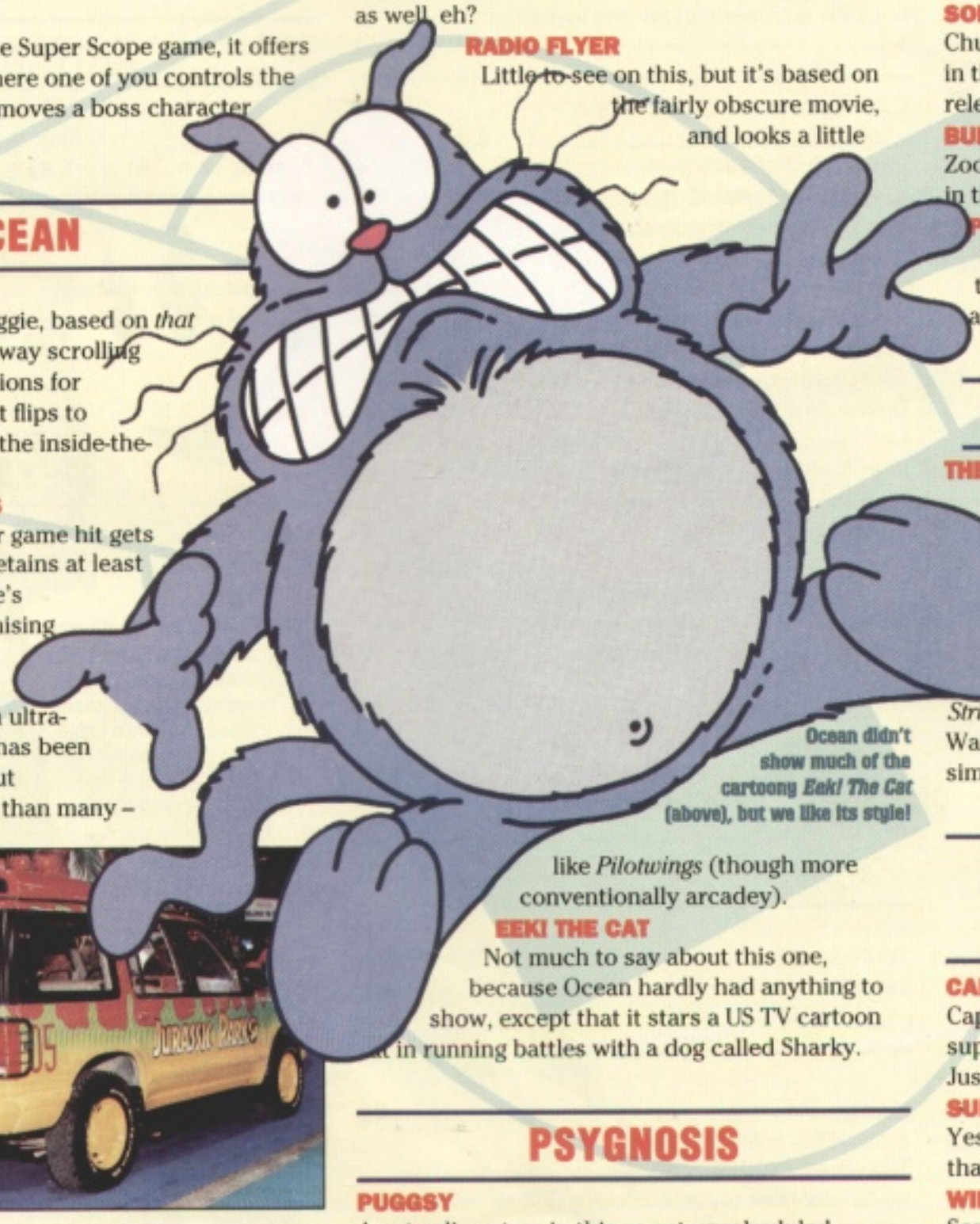
We're dubious as hell about the potential for this *Home Alone*-style film, but luckily the game version looks more like one of Ocean's *Addams Family* things than anything by THQ. Which is just as well, eh?

RADIO FLYER

Little to see on this, but it's based on the fairly obscure movie, and looks a little like *Pilotwings* (though more conventionally arcadey).

EEKI THE CAT

Not much to say about this one, because Ocean hardly had anything to show, except that it stars a US TV cartoon cat in running battles with a dog called Sharky.



Ocean didn't show much of the cartoony *Eek! The Cat* (above), but we like its style!

Jurassic Park truck was one of a handful of 'impressive' looking stand centrepieces. Most of the show was much more serious.

PSYGNOSIS

PUGGSY

A cute alien stars in this as-yet-unscheduled platform romp.

RENOVATION

THE JOURNEY HOME: THE QUEST FOR THE THRONE

Another RPG for the US market.

ARCUS ODYSSEY

This 12 Mbit RPG, already a hit on Mega Drive, crops up on Super NES in October.

SEIKA

TRODDLERS

The 175-level gravity-free *Lemmings*-lookalike was up and running, and looked great.

LEGEND

Big sprites are the chief selling point of this attractive scrolling hack'n'slash affair, not unlike *Golden Axe*. Out for Christmas.

SUPER AQUATIC GAMES

The Mega Drive *James Pond Olympics* spoof turns up on Super NES.

SON OF CHUCK

Chuck's club-carrying six-month-old son crops up in this prehistoric action platformer, due for release in early '94.

BUBBA 'N' STIX

Zoo-keeper's assistant gets stuck in an alien world in this due-in-'94 puzzle-based platformer.

PINKIE

Pinkie's some sort of cute animal, searching for the last (you guessed it) dinosaurs, in this arcade-style game for younger players.

SETA

THE WIZARD OF OZ

There're 8 Mbit, 31 levels and plenty of rather sickly bright colours crammed into this new platform-cum-puzzle thing, based on perhaps the oldest film licence of all time!

DESERT SWORD

This is the thing that's sort of like *Desert Strike*, but puts you in a bomber like the A-10 Warthog instead of a chopper. Looked fun in a very similar sort of a way.

SOFTWARE TOOLWORKS/MINDSCAPE

CAPTAIN AMERICA & THE AVENGERS

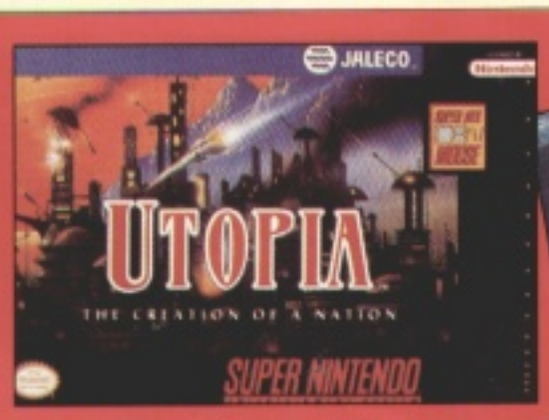
Cap, Iron Man and the like take on assorted Marvel supervillains in this arcade-style fighting game. Just the thing for comics fans. Due this Autumn.

SUPER BATTLESHIP

Yes, you've guessed it – it's an updated version of that old pencil-and-paper favourite, battleships.

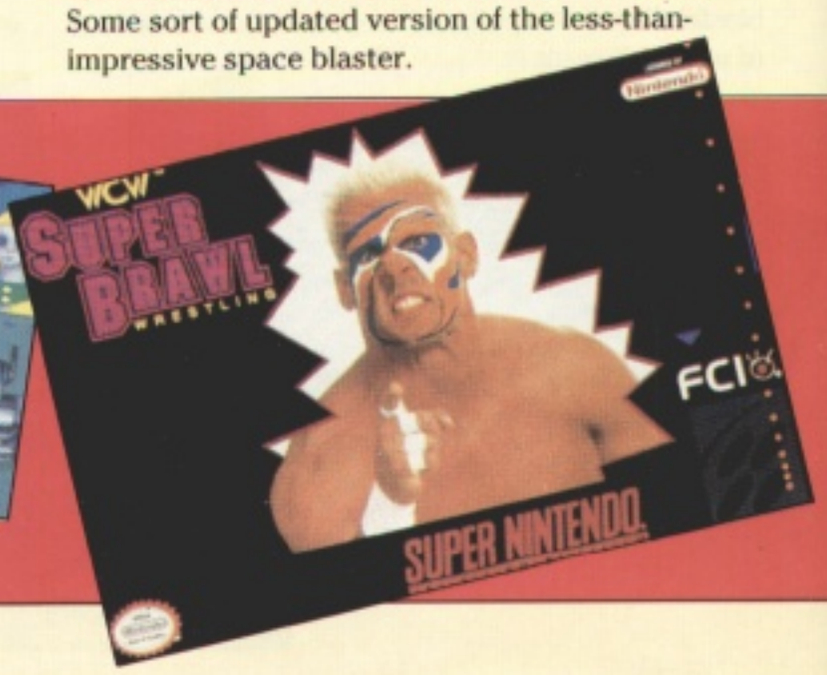
WING COMMANDER: THE SECRET MISSIONS

Some sort of updated version of the less-than-impressive space blaster.



You may remember *Utopia* (a sort of futuristic *Sim City/Populous* lookalike) from the Amiga et al.

Utopia's landscape (above) is a sort of scrolling isometric thing, while *WCW*'s, er, isn't.



It was all action at Sony. Sly's *Cliffhanger* (above and below) and... ...Arnie's *Last Action Hero* (right) were both heavily pushed by a video wall running clips from the films. Inevitably, these looked twice as exciting as the lacklustre games.

CHAMPIONSHIP POOL
A straight overhead view of the table makes this pool sim not the most exciting one out.

ALFRED CHICKEN
Mindscape's cute character didn't make much of an appearance, but the posters were extremely good.

OUT TO LUNCH
We couldn't really work this one out at all, to be honest, but no doubt everything will be fully explained in time...

SONY IMAGEWORKS

FIREHAWK
No, not a helicopter game (or whatever), but side-on platform action with a very Japanese feel.

LAST ACTION HERO
Fairly bog-standard looking beat-'em-up interpretation of the latest Arnie movie.

CLIFFHANGER
Stallone's come-back action film features lots of fighting sequences and cliff-climbing bits – and so does the game!

ESPN BASEBALL TONIGHT
Based on a baseball TV show (or something), this was sadly hard to tell from all its existing rivals.

SPECTRUM HOLOBYTE

STAR TREK: THE NEXT GENERATION
Playing Captain Jean-Luc Picard of the new *Enterprise*, you must travel the galaxy, visit strange new worlds, and boldly go where no man etc, etc, keeping an eye on everything from Away Team selection to the status of your shields as you do so. As with all the other Spectrum Holobyte games mentioned, the release will be around the end of the year.

SOLDIERS OF FORTUNE
The Bitmap Brother's *Chaos Engine* by another, inferior, name, and stripping out some of the Victorian atmosphere too.

BEASTBALL
Futuristic American football game which features teams of monsters, some very bizarre rules, loads of action, plenty of blood, and a really neat feature where whole bits of the pitch get destroyed each time somebody makes a tackle.

SQUARESOFT

SECRET OF MANA
One of the best looking of the current RPG crop, this 16 Mbit release uses the Hudson Multitap adaptor for three-player fun.

Star Trek: The Next Generation looked promising, and offered you lots to do.

SUNSOFT

WORLD HEROES
The two-player beat-'em-up we previewed last issue was on show...

AERO THE ACROBAT
...as was this geezer, Sunsoft's brand new mascot. His circus-based platform game looked really good and very inventive.

DAFFY DUCK: THE MARVIN MISSIONS
If you can't get Disney, do Warner Bros. This Daffy Duck game is based on a cartoon called *Duck Dodgers In The 24 1/2 Century*, and thus features lots of futuristic bits, as well as Porky Pig, Sylvester, Wile E Coyote, et al.

BUGS BUNNY: RABBIT RAMPAGE
This Bugs Bunny game is clever – it's as if an evil animator is trying to paint Bugs into very tight corners, but he keeps escaping using his wit and cool. A 12 Mbit game.

TAITO

THE FLINTSTONES: THE TREASURE OF SIERRA MADROCK
Exactly what you'd expect, really – prehistoric cartoon capers with Fred and Barney.

LUFIA & THE FORTRESS OF DOOM
Yes, it's the new Japanese RPG *Estopolis* (mentioned in *Super Play* before), but in its American form.

SUPER NOVA
Worried that there don't seem to be many new shoot-'em-ups on show? Then let this one set your mind at rest, a high tech space blaster featuring three different routes, a la *Starfox*.

SUPER CHASE HQ
Latest spin-off from the late, great police-chase coin-op, *Super Chase HQ* features six levels of high speed driving action. (It says here.)

TAKARA

ART OF FIGHTING
The new Takara *Street Fighter II* rival was on show, and looked good, but not world-beating.

TECHNOS

POPEYE
As well as bringing things like *Super Dodgeball* to the States, Technos had the brand new *Popeye* on show – a two-player, side-viewed platform game, boasting 'over 2,000 screens.'

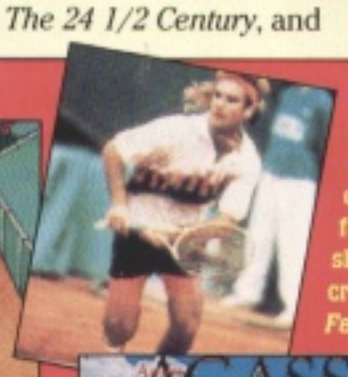
TEC MAGIK

ANDRE AGASSI TENNIS
The latest tennis contender, this one sponsored by you-know-who, and featuring a 'skins' match, where the tournament purse doubles with every stroke. Out in October.

STEVEN SEAGAL
Top movie action hero Seagal, plus partner Trish Morgan, take on an evil corporation in the near future. The digitised sprites based on the real people look impressive, but we'll have to wait until mid '94 to tell for sure if it works.

PINK GOES TO HOLLYWOOD
Due in November, with a new cartoon series slated to start during the months before, this new game takes the Pink Panther

There are already a couple of great tennis games on the SNES, with more to come, so *Agassi* has a lot to prove.



This being an American show, of course, there was a fair amount of – how shall we put this? – crap around. *Family Feud*, another early-evening gameshow conversion in the style of *Jeopardy*, certainly counts.

Fresh from the CES!

Most boxing games are very limited in what they actually let you do...

...but *The Greatest* looked rather different, which has to be good news.

Dinosaurs were all over the shop at the show. There was *Jurassic Park*, of course, but also *EVO*, *Son Of Chuck*, and things like *Prehistorik Man* (right). *Young Merlin* from Virgin (below) looked pretty – it was but part of a strong line-up from them, including an ace version of *The Jungle Book*.

through a movie lot, where assorted films (example: *Pinkenstein*) are being shot. Inspector Clouseau follows in hot pursuit.

TECMO

TECMO SUPER BOWL
All 28 NFL teams appear in this option-packed new American football sim.

THQ/MALIBU GAMES

SPORTS ILLUSTRATED CHAMPIONSHIP FOOTBALL/BASEBALL
A double-barrelled 16 Mbit sports sim, licensed from the best-selling American sports magazine, *Sports Illustrated*.

THOMAS THE TANK ENGINE & FRIENDS
Unlikely to come to the UK – too childish – this is a kid's 'edutainment' thing about happy smiling trains, due in the States in September.

OPERATION ALIENS
Based on the toy line in turn inspired by the film, if you can believe that, this sees Ripley and co take the war to the aliens. Out by Christmas.

TIME KILLERS
Another head-to-head fighting game, this one taking place across time zones, and available this Winter.

TOTAL CARNAGE
THQ have the more free-form, scrolling sequel to *Super Smash TV* ready for November release.

THE REN & STIMPEY SHOW: VEEDIOTS
Ren and Stimpey, a dog and a cat, are cult cartoon heroes in the States. This game, due in September, is based on episodes from the actual TV show.

THE LAWNMOWER MAN
Developed by the Sales Curve (*Super SWIV* et al), this movie-based game features some nifty effects, and could prove to be THQ's best ever game.

TITUS

PREHISTORIK MAN
Bouncy, occasionally funny, caveman platform game reminds us a bit of *Chuck Rock*, and is due for a Christmas release.

LAMBOURGHINI AMERICAN CHALLENGE
Ultra-fast *OutRun*-like racing game, which started life as the great Amiga release *Crazy Cars III*.

TOHO

MECAROBOT GOLF
Yes, they're still pushing this robot golf game, which was seen for the first time at last Winter's CES.

SUPER GODZILLA
Hard-to-get-into Godzilla game features our hero on the run from the army, and looked terrible.

TRADE WEST

BATTLETOADS IN BATTLEMANIACS
We've been waiting for this for absolutely ages, but now *Battletoads* is finally nearing a release.

PLOK
Cute, bright, but crude-looking platformer, with an odd alien hero.

SUPER OFF ROAD: THE BAJA
Another *Super Off Road* game, this one based on the famous race, and giving a totally different perspective on the action.

BATTLETOADS DOUBLE DRAGON: THE ULTIMATE TEAM
Pretty much as it sounds – the *Battletoads* and *Double Dragon* boys team up for twice the action!

UBI SOFT

F1 POLE POSITION
Don't get excited – this is just *Human Grand Prix* by another name.

VIC TOKAI INC

TIME SLIP
Multi-time zone platform arcade game featuring our hero's fight against an alien race attempting to disrupt earth's past.

LOST MISSION
Another 12 Mbit RPG, again with a time travel twist.

LOCK ON
Afterburner-like aeroplane blasting action, featuring a Mode 7 backdrop and planes ranging from Tomcats to Tornados.

VIRGIN

YOUNG MERLIN
Cute, bright 16 Mbit arcade game featured isometric-ish 3D and tons of animation.

JUNGLE BOOK
Gorgeous platformer based on the classic Disney cartoon, and a real winner.

THE GREATEST: MUHAMMAD ALI HEAVYWEIGHT BOXING
A 360 degree rotating ring made this perhaps the best-looking boxing game we saw at the show.

COOL SPOT
Old 7-Up character crops up in this *Robocod*-like arcade platformer.

SUPER CAESAR'S PALACE
Craps, poker, blackjack, slots – they're all here, in Virgin's universal gambling sim.

SUPER SLAM DUNK
Expect an early Japanese release, and a September-ish US one, for this Magic Johnson-sponsored basketball game.

DEMOLITION MAN
Not much to see on this digitised into-the-screen scrolling *Operation Wolf* lookalike, but its roots in the upcoming Stallone/Snipes movie star vehicle are clear.

And that's just the start!

Phew! As you can see, there was a lot of stuff to take in at CES – too much, really. It still takes me a few seconds to sort it all out in my head, trying to remember exactly which game was which. I'm actually living in constant fear that I might have missed something big, too – that just around the corner sat *the* perfect game, and I wandered straight past it in a daze. Still, I've brought enough stuff back to keep Super Express in game previews for months, so perhaps it wouldn't really matter if I did miss a couple of things, after all.

This all said, however, I wasn't perhaps as excited by most of the games as I might have been. One reason could be that you just can't do a game justice in that sort of busy, chaotic environment – a few things I dismissed as being fairly ordinary might actually be potential classics once you get into them properly. Another reason could be that many of the new Japanese games weren't on show at CES – and Japan remains the country where most of the really exciting development takes place

Still, role on January 1994, eh? The next Las Vegas CES should be packed with thrilling stuff, including more games using the Super FX chip *and* perhaps another announcement about just what Nintendo think they're doing, CD-ROM-wise. In this industry, six months can be a very long time indeed...

The good inspector's game was standard platform stuff, maybe, but looked fun.

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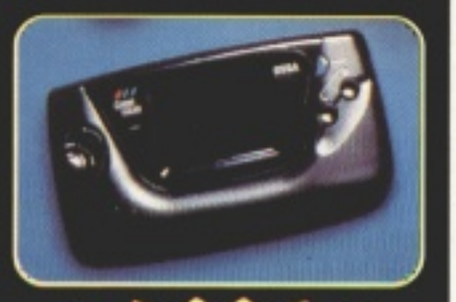

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WWF ROYAL RUMBLE

Wrestling games don't tend to get the best press, mainly because a) nobody knows quite what to make of the sport itself, especially now it's gone all WWF, and b) they're almost invariably nob. The first *WWF* game was an exception, however, and this one promises to be even better...

UK Release

Game: WWF Royal Rumble
Publisher: LJN/Acclaim
Developer: Sculptured Software
Price: £59.99
Release: 11 June
Players: 1 or 2 simultaneously
Cart ROM: 16 Mbit

RIGHT YOU, HAND OVER THAT DINNER MONEY!
AW GO ON, LET ME PLAY.
HE'S GOT A CHAIR!
LOOK OUT!
OOF!
YOU LEAD AND I'LL FOLLOW.
BOO!
EEK!
NOW PUT YOUR LEFT HAND ON THE BLUE DOT...
ZZZzzz...
WOOOAH! THAT'S THE LAST TIME I EAT ANGEL DELIGHT.

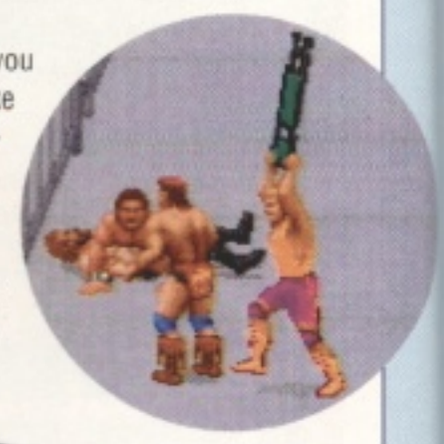
THE CHOICE IS YOURS

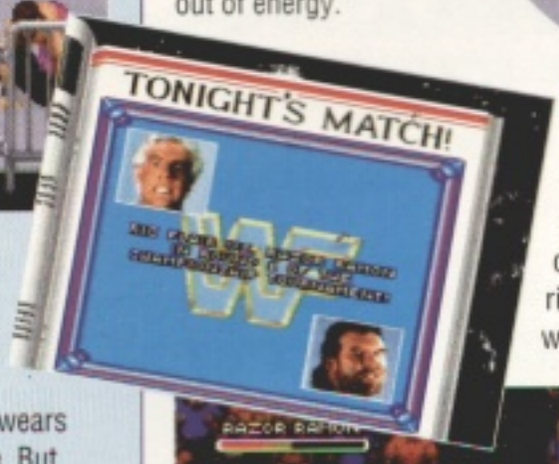
***WWF Royal Rumble* certainly gives you a fair number of options to help keep your interest in the grappling action high...**

ONE-ON-ONE
Choose your wrestler and your opponent, and then try to reduce the latter's energy to zero before pinning him down for a count of three.

TAG TEAM
The same, but you've got either two or three wrestlers. Only one can be in the ring at once, but you can swap them over by tagging.

BRAWL
There's no referee, so you can do illegal moves like the chokehold and eye-gouge, and also fight outside the ring (using the handy chair if you want). The match goes on until someone runs out of energy.





TOURNAMENT
(One player only.) Take on all the other wrestlers, one at a time. It's ridiculously easy, we're sad to say.

ROYAL RUMBLE
While the precise derivation of the name eludes us, this is the *raison d'être* of the whole game. You start with a normal bout, but every few minutes another wrestler enters the ring until you've got six in there all together, packing the place out, and all basically just laying into each other willy nilly. If you get chucked out of the ring you're out. Play continues till there's only one wrestler left. He's the winner.

STAND BY YOUR MAN
You've got 12 wrestlers to choose and, though some familiar faces are missing (the British Bulldog has defected to WCW, Hulk Hogan's pursuing a movie career, who knows where the Ultimate Warrior's got to?, etc), there are plenty of top stars. Each with their own move.

BRET HART
A relative shorty at just six feet, and he wears a pink cozzie. But few would scoff when confronted by Bret's 'sharp-shooter', which he's demonstrating for us here on Mr Perfect.

MR PERFECT
He does the 'perfect plex', but he's from Minnesota, so perhaps he's not so perfect after all. And we couldn't get the 'perfect plex' to actually work. Nice teeth, though.

TED DIBIASE
He's incredibly big and heavy. (And rich.) And he does a 'million-dollar dream hold'.

RAZOR RAMON
So why do they call him 'Razor'? We're not sure, but he's 6'7" and does the 'razor's edge' (so p'raps that's why).

SHAWN MICHAELS
The 'sexiest man alive' so he reckons. Though seemingly separated at birth from TV's Lovejoy, Shawn is much more fun to watch thanks to his 'back supplex'.

RANDY SAVAGE
From Sarasota, Florida, specialising in the 'flying elbow smash', he earned his name by chatting up Sarah Greene.

RIC FLAIR
Ric looks more like a game show host. (But, er, *you* can tell him.) Does the 'figure-four leglock'.

CRUSH
Crush specialises in the 'cranium crunch', a move that tends to give his opponents real headaches. He's also really good at getting the lids off jam jars.

THE NARCISSIST
As his name suggests, he rather fancies himself. And with his 'full nelson', he's probably quite entitled to. Bet he uses Persil for that lovely fresh blue-whiteness..

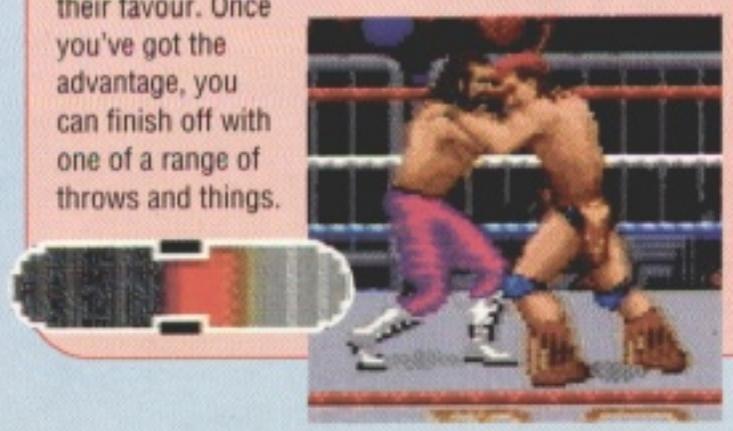
TATANKA
Tatanka is really short, but he's a Red Indian turned wrestler, and he does a 'reverse slam'. So that's all right.

YOKOZUNA
He's from Polynesia, he's 6'5", and he weighs in at 505lb. (That's over 36 stone!) You'd have to be utterly mad to pick a fight with him.

THE UNDERTAKER
He's 6'10½" tall, he weighs 328lb, and he's almost as formidable as Jez. (But Jez can't do the 'tombstone piledriver'.)

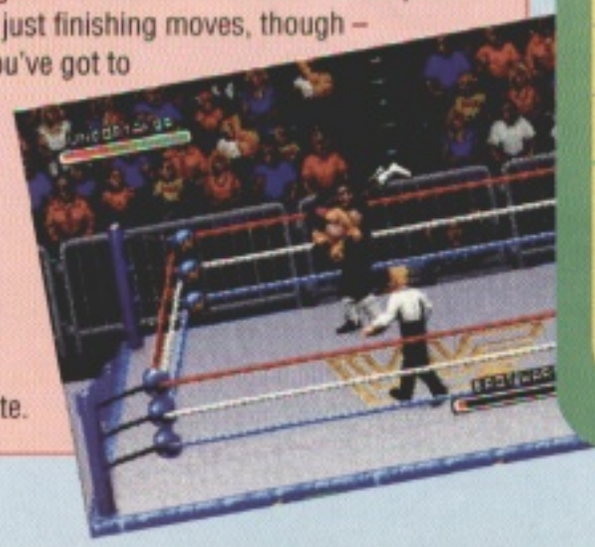
GETTING TO GRIPS WITH GRAPPLING

'The grapple is the essence of wrestling,' it says here. To get one started, face your opponent and press X. Then each player's got to hammer madly away at any buttons at random, trying to shift the grapple-meter in their favour. Once you've got the advantage, you can finish off with one of a range of throws and things.



SPECIAL MOVES

One of *Royal Rumble*'s biggest advantages over the original *WWF* game is that each wrestler has a special move. They're just finishing moves, though – to use them you've got to get your opponent's energy down till there's practically nothing left. And even then they're pretty tricky to execute.



GOOD, BAD OR UGLY?

LJN have got the WWF licence and they're gonna use it. Their first game sold loads – indeed it topped the *Super Play* charts a few months ago – and the release of a sequel leaves a few questions begging:

Is it better than the first game?

Yes! In our review in issue 1, giving it 74%, we complained that the first game lacked 'obvious necessities like a tournament mode, special moves for the individual characters or chairs and other things to throw around'. *Royal Rumble* has got a tournament mode, special moves *and* throwable chairs, so that's okay. It's also got more wrestlers, as well as extra bits and pieces like the triple tag mode and, of course, the Royal Rumble. But, thanks to the gigantic 16 Mbit cart, the graphics are just as jumbo-sized and brilliantly animated as they were the first time round – it really looks like there are wrestlers wrestling all over your screen. (Oh, and this is miles better than the terrible *WWF* game on the Mega Drive. There's just no comparison.)

But does it have the depth to back up the graphics?

Well, um, probably not. It's really just a beat-'em-up, after all. After an hour or so's playing you'll have pretty much discovered everything the game's got to offer, whereupon, unless you're a committed WWF fan and you loved the first game, your interest in it is likely to tail off pretty quickly. Mine certainly did. It's also ridiculously easy as a one-player game. I won the tournament on my first attempt, more or less by pressing buttons at random.

So why have you given it such a high mark, then? Eh?

Because it's great fun, that's why. We haven't laughed so much here at *Super Play* since... well, for ages. The animation, like I said, is spot on, making the wrestlers' antics look very amusing indeed. (Especially when they run into walls.) And it makes excellent use of the WWF licence – it's hard to imagine a better *WWF* game than this.

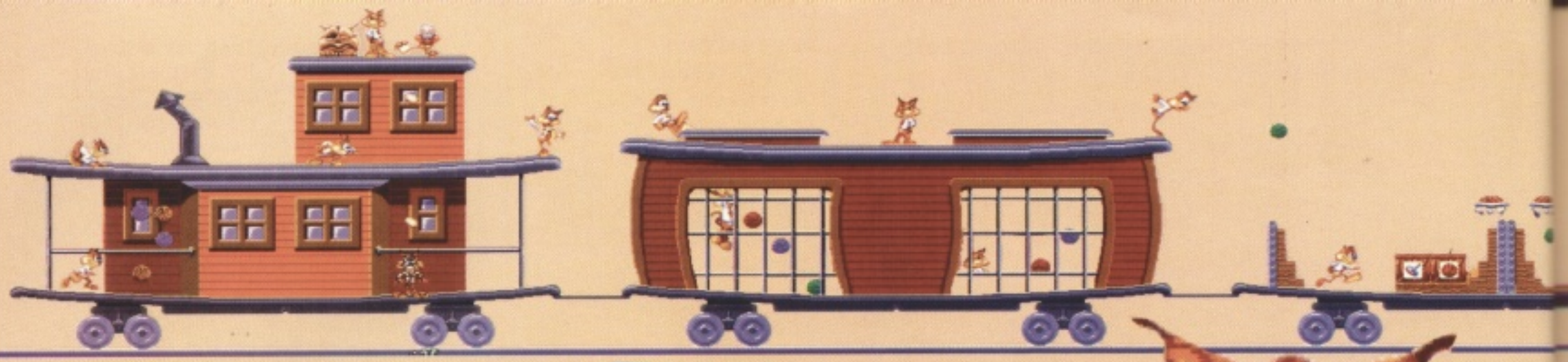
Erm, are you really sure about this?

Okay. *Royal Rumble* isn't a game I could unreservedly recommend to everyone. Most of what it's got to offer relies on kitsch-appeal, and serious gamers won't have much time for it. But, well, we just kind of liked it.

● Jonathan Davies

GRAPHICS	SOUND	GAMEPLAY
88%	84%	81%
GAMELIFE	OVERALL SCORE:	
65%		79%

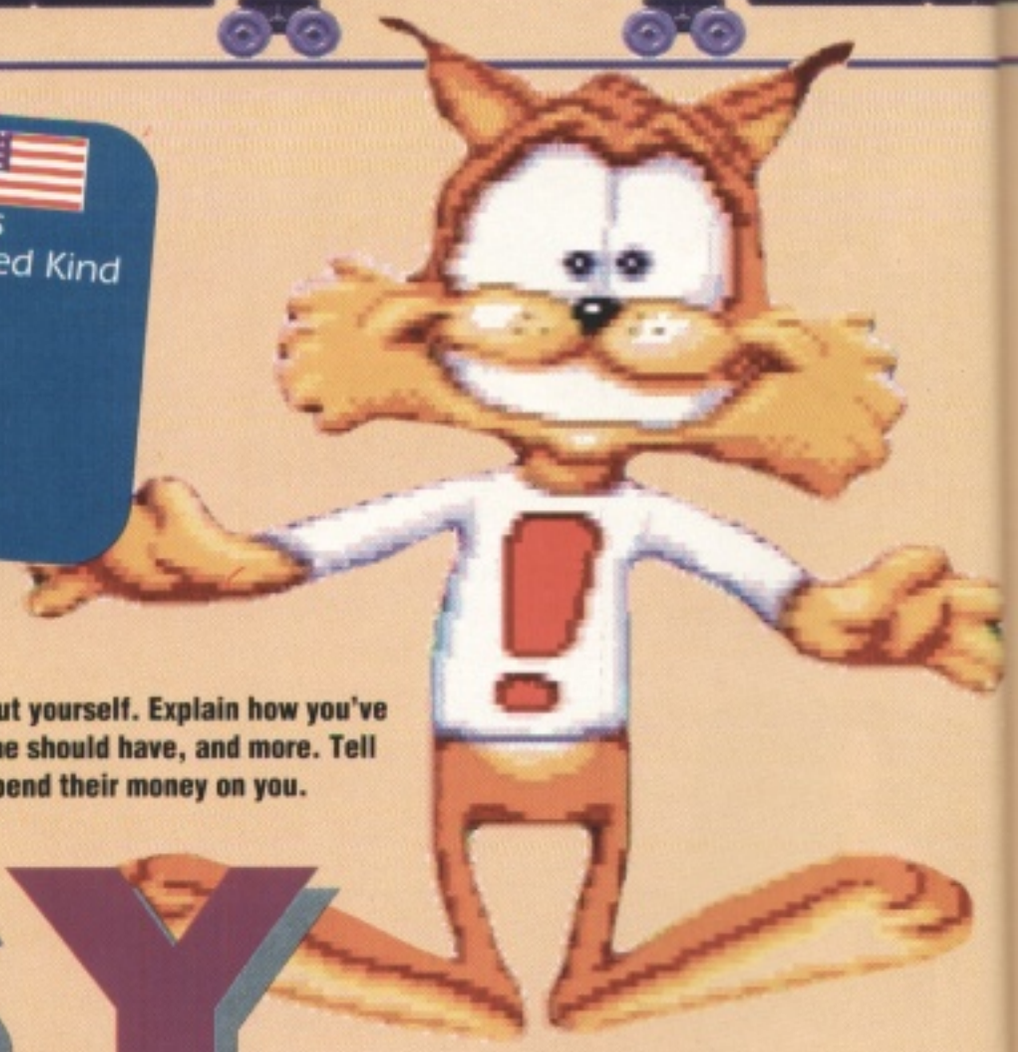
Think carefully before spending money on it – it's shallow stuff – but this is the best *WWF* game imaginable, and very amusing.



Case no. 47652: People vs *Bubsy*. *Bubsy*, you stand accused of being just another run-of-the-mill platform game with little to recommend you, rather than the game to rival *Sonic* and *Mario* that you claim to be. How do you plead?

US Release

Game: Bubsy In: Claws Encounters Of The Furred Kind
Publisher: Accolade
Developer: In-house
Price: Approx. £55
Release: Out now
Players: 1
Cart ROM: 16 Mbit



BUBSY: Not guilty!
JUDGE: Very well. The defence may question the witness.
DEFENCE: Bubsy, tell the court about yourself. Explain how you've got everything a good platform game should have, and more. Tell them why they should go out and spend their money on you.

BUBSY

BUBSY: Okay guys, the first thing you ought to know is that I've got a whopping 16 levels.
DEFENCE: And those are 16 *big* levels, aren't they?

BUBSY: They sure are. I'm a 16 Mbit game, so those levels are *huge*. And there's plenty of variety to the graphics. So as well as wandering around these standard grass and trees levels...

BUBSY: ...you can also explore these terrific fairground ones, where you can jump about on all the stalls and ride on the rollercoaster. All the fun of the fair!
PROSECUTION: Objection – speculation.
Judge: Sustained. Strike that last comment.

BUBSY: And then there's – that's right – a train level, set in the Wild West. Hop from carriage to carriage, jumping on baddies' heads. And when the train arrives you'll get to do much the same thing in the desert.

BUBSY: A head for heights is required in these tree-top levels, along with precision jumping skills and the ability to cope with giant spiders. And you need your flying skills to hop from tree to tree.

DEFENCE: How about the graphics?
BUBSY: Oh yeah. As you can probably see, the graphics are really bright and colourful, and there's plenty of parallax scrolling. What you won't be able to discern for yourself, though, is how fast everything moves. 'Whoosh!' it goes.

BUBSY: Then it's back to more trees and water chutes, this time watching out for beavers and the pointy sticks they've left lying around.

BUBSY: And watching out, too, for deep water. Cats don't like water, and I'm no exception. Glug glug, er, glug.

BUBSY: And finally you head into this gigantic alien spaceship thing – the last level.

BODY LANGUAGE

DEFENCE: You've got all manner of different animations, too, am I right?
BUBSY: I sure have!
DEFENCE: Perhaps you'd care to take us through a few of them...
PROSECUTION: Objection – this was all covered in the *Bubsy* preview in *Super Play* issue 5. Do we really need to hear it all again?
DEFENCE: *Bubsy*'s animation is actually one of the game's main selling points, your honour.
JUDGE: Overruled. Please continue, Bubsy.

BUBSY: Well, like when I start I crouch down like a sprinter.

BUBSY: And I jump about really nicely.

BUBSY: And I wobble about precariously if you balance me at the edge of a platform.

BUBSY: If I get wet and then dry out I go all fluffy. Like this, in fact.

BUBSY: And I look really pleased if I complete a level.
PROSECUTION: Even smugger than usual, you mean.
DEFENCE: Objection!
JUDGE: Sustained.

BUBSY: One of the bosses. Great, eh?

BUBSY: I missed *Watchdog*'s Pop Tarts report. Ho ho. (Ahem.)

BUBSY: I can die in *loads* of different ways. Here are two more of them.

DEFENCE: Your witness.
PROSECUTION: I put it to you, *Bubsy*, that you're just a bog-standard, run-of-the-mill platform game, a pale imitation of *Mario World* and *Sonic The Hedgehog* that not even a woodlouse could possibly find amusing.
DEFENCE: Objection. Woodlice don't play games.
JUDGE: Sustained.

PROSECUTION: Well, you jump from platform to platform, don't you?
BUBSY: Yeah, just like all the best games.

PROSECUTION: And you kill baddies by – wow! – jumping on their heads.
BUBSY: So?

PROSECUTION: And you collect little round coin/ring-like things.
BUBSY: I'm saving the world from the Woolies by gathering yarnballs.

PROSECUTION: And you can glide around. Where have I seen that before?
BUBSY: Er... *Super Mario World*?
PROSECUTION: Right!

PROS: You trigger restart points by running through them, just like Mario and Sonic.
BUBSY: Surely flattery is the sincerest... er, sincerity is the... er...

PROSECUTION: And you complete a level by running through a giant ball at the end, don't you? Very familiar indeed.

PROSECUTION: When the player gets killed in *Bubsy*, it's usually a simple matter to pin the blame onto the game rather than a lack of playing skills. There are just so many irritating flaws and examples of sloppiness...

PROSECUTION: How come, if you go flying really high up into the air, it's pot luck whether you hit terra firma, a baddy or some spikes?
BUBSY: Well, I suppose it's because I'm supposed to be all fast and '*Sonic*-style'.

PROSECUTION: Now we've come to a place where there are no platforms to jump onto in sight. Do we chance it and just jump? Or do we stop (ho hum) and scroll the screen around in the hope of finding somewhere? Hardly fluid, is it?
BUBSY: Well, I, er...

PROSECUTION: And how come you can be floating quite happily down the screen when all of a sudden you'll die for no reason?
BUBSY: Well, it's if you fall off the bottom of the playing area, of cour... It's a bit naff, isn't it?

PROSECUTION: And, worst of all, in direct contravention of the Platform Games Bill of 1985 (and probably the Geneva Convention as well), the player dies if he falls too far. I mean honestly...
BUBSY: It seemed like a good idea at the time, all right?
PROSECUTION: I've nothing further to add.

GOOD, BAD OR UGLY?

The question that's just *begging* to be asked about *Bubsy* is: does it live up to the hype? After all, Accolade have been plugging the game relentlessly ever since they first announced it six months or so ago, and the gaming world has been awash with *Bubsy* previews, *Bubsy* magazine covers, more *Bubsy* previews, people dressed up as Bubsy, everything. And?

Well, there are things that're right with *Bubsy*, and there are things that're wrong with it. And you're probably sick to death of hearing about the 'right' things – the 16 Mbits-worth of levels; the 'faster than *Sonic The Hedgehog*' scrolling; the loads-of-frames animation of Bubsy himself. If you really want to hear it all again, have a read of our preview in issue 5. So we find ourselves with an ideal opportunity to concentrate on the things that are wrong with the game.

And the first thing I'm not too sure about is this 'faster than *Sonic*' business. True – once the game gets up to speed it really does fly, with scenery whizzing past at breath-taking velocity. But with *Sonic* you can really let that hedgehog go, zooming about safe in the knowledge that, if danger lies ahead, you'll be given a chance to slow down before reaching it. But if you start zooming about in *Bubsy* the chances are you'll crash headlong into a baddy – they're just dotted about willy nilly. And it doesn't help that, thanks to the way you can only see a tiny bit of the playing area on screen, you're always having to jump onto platforms you can't actually see until you're about to land on them (and which often aren't there at all), just hoping for the best. Progress thus tends to be rather jerky.

Then there's the animation. The individual frames look nice enough, but the way they're animated is hardly slick. And the animations aren't too well integrated with the action – when Bubsy gets hit by a baddy he just stops, and you then have to sit there for a few seconds and watch him self-consciously go through the appropriate animation sequence. Funny the first time, but pretty soon you'd rather he didn't bother.

And, as for getting killed, it happens much too easily and too often. Touch a baddy, brush against a spike or land in a rollercoaster at the wrong angle and, after an amusing animation, you're back at the start of the level (or the last restart point if you found one). Given that Bubsy's collecting yarnballs, a *Sonic*-style system where the yarnballs gave him some protection would have made the whole thing much less frustrating. There *is* a password at the beginning of each world, though. (And yet, bafflingly, you have to keep typing it in every time you return to the title screen.)

Other things wrong with it? (You were warned this was to be a negative review.) The colours aren't that vibrant – it's almost as if they've been selected with a Mega Drive conversion in mind. (In fact, they have.) You die if you fall too far. (Nuff said.) There are no surprises in it, no secret bits (other than heavily-signposted ones), no 'neat touches'. And the music's horrid most of the time.

So, on balance, does *Bubsy* live up to the hype? No, not really. (How could it possibly?) The animation isn't a patch on, say, *Tiny Toons* or *Pugsley's Scavenger Hunt*. It doesn't feel as big as its 16 Mbits would suggest. Bubsy himself is almost entirely personality-free (but then so are *Sonic The Hedgehog* and *Mario*, really). And it just isn't as much fun to play as we were expecting.

But even so, now that its ego's been squashed, I'd still recommend *Bubsy* if you're after yet another platform game. If nothing else, it should provide plenty of playing time.

● Jonathan Davies

GRAPHICS	SOUND	GAMEPLAY
78%	66%	73%
GAMELIFE	OVERALL SCORE:	
82%		77%

VERDICT: A solid enough platform game with plenty in it's favour, but too predictable and with too many rough edges to be the classic it could have been.

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WWF II Royal Rumble - This month's Big Release CALL to order Now.

ALL THE ABOVE SHOULD BE RELEASED. PLEASE CALL FOR PRICE/AVAILABILITY.

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Most asked for unreleased games
1. St Fighter II Hyperfighting (July)
2. WWF II Royal Rumble
3. Equinox

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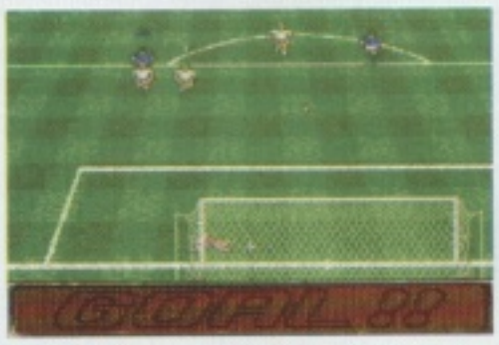
STRIKER

It might not look like much – football games rarely do – but this is actually the best soccer game on the SNES. It might not have the whizzy 3D graphics of *Super Soccer*, or the cult following of *Kick Off*. In fact, until you've actually sat down and played it, *Striker* doesn't appear to offer much at all.

UK Release

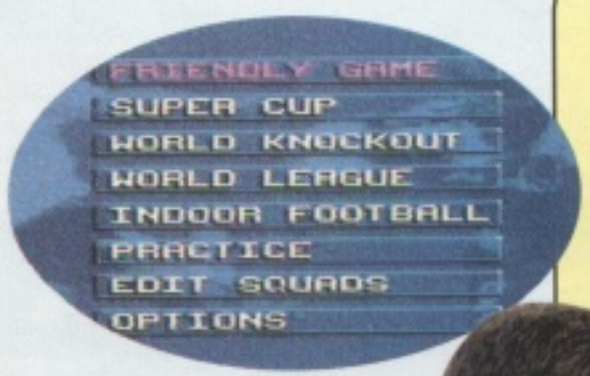
Game: Striker
Publisher: Elite
Developer: Rage
Price: £44.99
Release: August
Players: 1 or 2 simultaneously
Cart ROM: 4 Mbit

***Super Soccer*'s all right and everything, but, well, you know how it is. Luckily, though, *Striker* is absolutely brilliant. So at last the Super Nintendo has a football game that everyone can enjoy (even if they don't like football much)...**



Goooooal! (No, that's what's just happened. Really.)

WHO DO YOU WANT TO PLAY?



Here's the main options screen. Read 'em and, er, nod sagely.

There are millions and millions of World Cup teams to choose from. And, sensibly, top teams are better than rubbish ones.

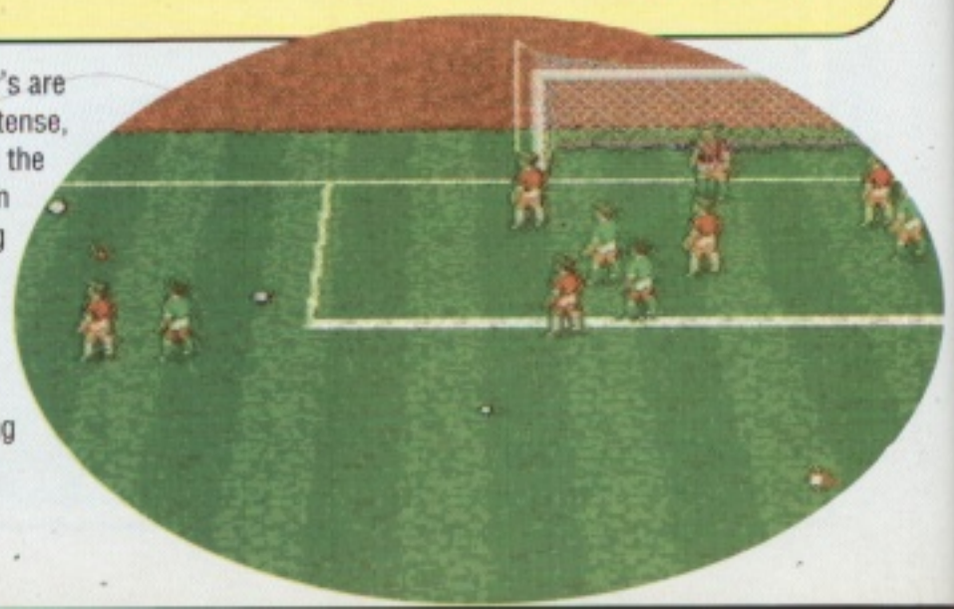
You can shuffle the players within your chosen team – they've all got strengths and weaknesses, though they're all pretty good when it comes to playing football.

In editing mode you can alter just about anything you like – the team's name, the names of the players, their various individual attributes...

...and even the colour of the strip they play in. There's a wide palette to choose from, so some interesting combinations are possible.

And, of course, you can pick the formation they'll play in, and assign them a strategy, like 'attack' or 'cautious' (for all the difference that seems to make).

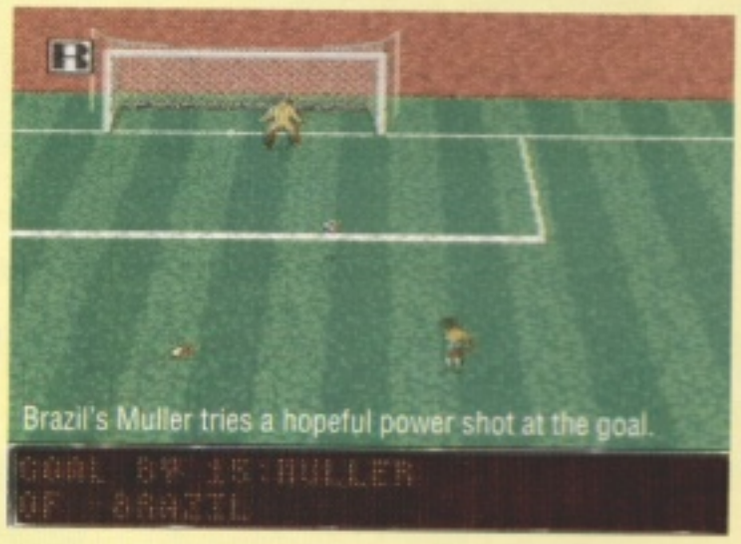
Left: Penalty's are desperately tense, even though the players seem to be playing it cool. Right: There's a handy line-of-flight thing for corners.



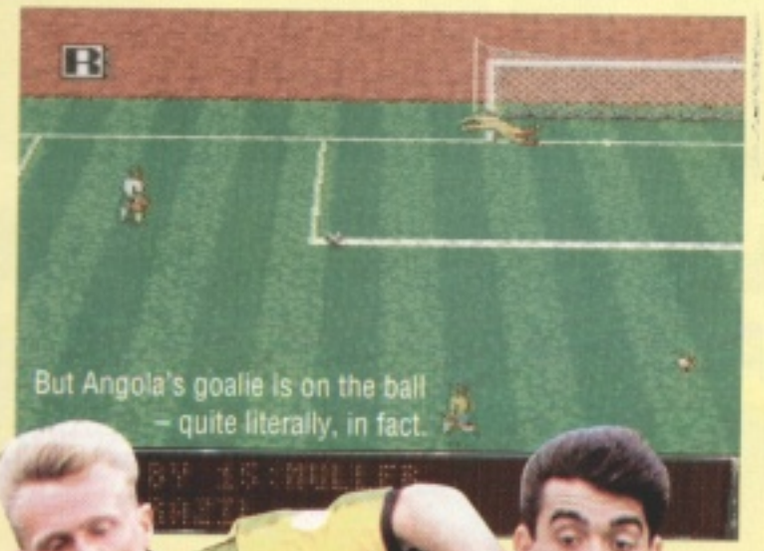
LET'S SEE THAT ONE AGAIN (and again...)

One of *Striker*'s best features is the replay mode. It works rather like a video recorder, in that you can play chunks of the match forwards and backwards, and in slow motion or even one frame at a time. You even get an authentic 'R' flashing in the corner of the screen.

And the best thing about it (from the skilled player's point of view, at least), is that if you're replaying a goal, the player who was on the receiving end can't do anything about it – you've got total control.



Brazil's Muller tries a hopeful power shot at the goal.



But Angola's goalie is on the ball – quite literally, in fact.

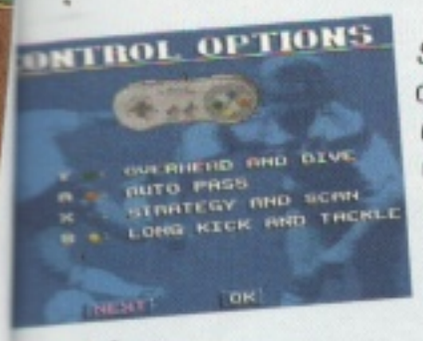
However, Brazil's winger, clearly the man to watch today, is waiting.

He crosses it back to Muller – a terrific goal-scoring opportunity.

Muller catches the Angolan defence with their shorts round their ankles. He shoots...

...and scores! Hurrah! Just the boost the team needs.

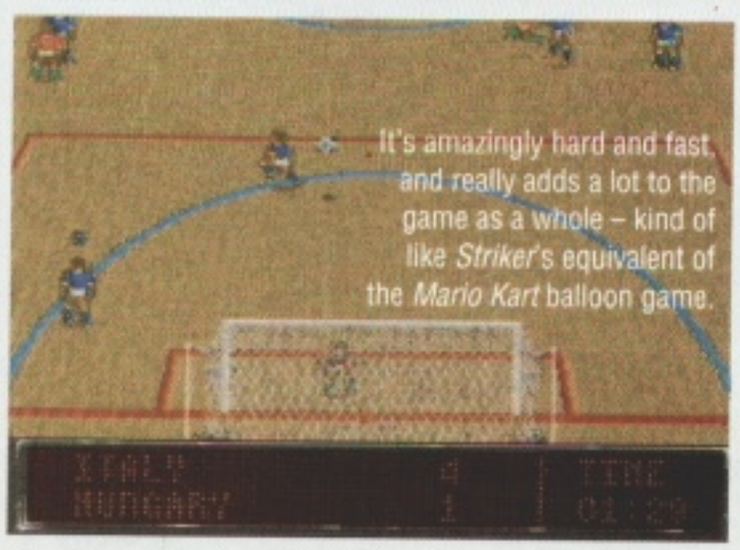
Watch out for sneak jewellery thieves.



Striker's controls (unlike those of the so-easily kickable *Kick Off*), are the very epitomy of managability. Dribbling is easy, as once the players have latched onto the ball it sticks to their feet. And there are three redefinable 'kick' buttons:

- One's your general purpose kick button. The longer you hold it down, the further the ball goes. And you can also add after-touch using the control pad.
- Another taps the ball to a player running next to you, and also does overhead kicks and headers where appropriate.
- And the third is the passing button.

The really brilliant thing about *Striker* is this indoor football option, where the pitch is smaller and the ball bounces off the walls rather than going out of play.


It's amazingly hard and fast, and really adds a lot to the game as a whole – kind of like *Striker*'s equivalent of the *Mario Kart* balloon game.

GOOD, BAD OR UGLY?

I can safely say that *Striker* is better than every other Super Nintendo football game put together (including previous cock-of-the-roost *Super Soccer*). But I'll have my work cut out trying to convince you. Those screenshots don't look terribly impressive, do they? But to be honest, graphics aren't *Striker*'s forté. It scrolls around pleasantly enough in Mode 7, and the perspective is fine, but there's just lots of green, and the players' animation is hardly inspired.

But forget the screenshots. Football games aren't meant to look nice. They're just meant to be as playable as possible, and it's hard to imagine a more enjoyable footy game than *Striker*. The controls are simple to get the hang of, and yet flexible enough to provide plenty of depth, so you can be up and playing within seconds, and yet still be discovering new tricks and tactics days later. (*Kick Off* looks like a sick joke in comparison.) Best of all, though, is the game's speed – it's just right. It's got the same fast, zappy, arcadey, fun feel as *Kick Off*, and yet at the same time you've got plenty of control over what's going on, and plenty of time to think about what you're doing. *Super Soccer* just seemed painfully slow and clumsy after *Striker* and, along with *Kick Off*, hopelessly unfootbally.

And *Striker*'s got plenty going for it besides the obvious stuff. Choose a good team (there's usually a race for Italy on the options screen) and they really will play better than a rubbish one. And names and team strips can all be customised (though, uselessly, there's no battery back-up, so everything will vanish if you switch off).

The only area where *Striker* can really be said to fall down is the sound effects. The problem seems to be that the cart's only 4 Mbit, leaving no room for the sampled chants and things that helped to make the Amiga's *Sensible Soccer* so wonderful. Instead there's just a general-purpose crowd roar sample that's on such a short loop it sounds like it's echoing. And the noise the ball makes when you kick it is just plain pathetic. Oh, and it doesn't take much more than a little after-touch to fool the goalies.

But we were very impressed indeed by *Striker*, and it's probably the most played game in the office at the moment. While there is still the tiniest bit of room for improvement, *Sensible Soccer* is going to have it all to do in the months ahead.

● Jonathan Davies

GRAPHICS	SOUND	GAMEPLAY
66%	69%	88%
GAMELIFE	OVERALL SCORE:	89%
90%		

VERDICT: At last the SNES gets a decent football game (though this still isn't quite a match for *Sensible Soccer* on the Amiga).

DIFFERENT

We look at the different ways the Japanese and Americans present the same games...

While we all play (by and large) exactly the same carts, the way each country presents them to the public couldn't be more different. Jonathan Davies looks at the American and Japanese ways of selling, and struggles to get his mind around the fact that they're actually pushing the very same products...

You may well consider *Super Play*'s relative lack of game adverts to be something of a relief. (Our ad department's perspective is another story.) But in Japan and America the games mags are stuffed with ads. Every other page is an ad. Ads are a fact of life. They're everywhere. But, even taking language differences into account, American and Japanese ads have practically nothing in common at all.

Japanese ads are subtle, drawing you into the game's atmosphere by evoking images of far off places and times. As well as simply trying to sell the game, they actually form part of its character. American ads take a more 'in yer face' (as they say) approach – more often than not just a photo of the game's box and a punchy copy line; if there is an illustration, it's generally a bold, simple one.

You'll rarely see a photo in a Japanese ad. They're all drawings – usually in anime-style, dead stylish, drawing on Japan's huge pool of artistic talent. And the Americans? Variable. Lots of their ads have photos in, usually of people dressed up as characters from the game. Illustrations range from good to diabolical. They're always anime-free, tending towards a hard, photo-realistic look.

Other differences are obvious too. Japanese ads pack in the info. Release dates and prices are always included, and lots of stuff about storylines, numbers of levels, etc. You'll rarely see a price or release date on an American ad, but there's usually stuff about the plot, along with lots of inimitably American rhetoric about how good the game is.

But have a look for yourself. We've found eight games that've been advertised in both America and Japan. Bear in mind that they've usually come out in Japan first, so the Americans had the option of using the Japanese artwork rather than coming up with their own...

THUNDER SPIRITS

The Japanese have had this smashing picture of a spaceship drawn, with flames and everything all over the place.

The Americans, while decorating the box with the same picture, advertise the game with a large, distorted picture of someone with long hair, and a joke about being sick.

PRINCE OF PERSIA

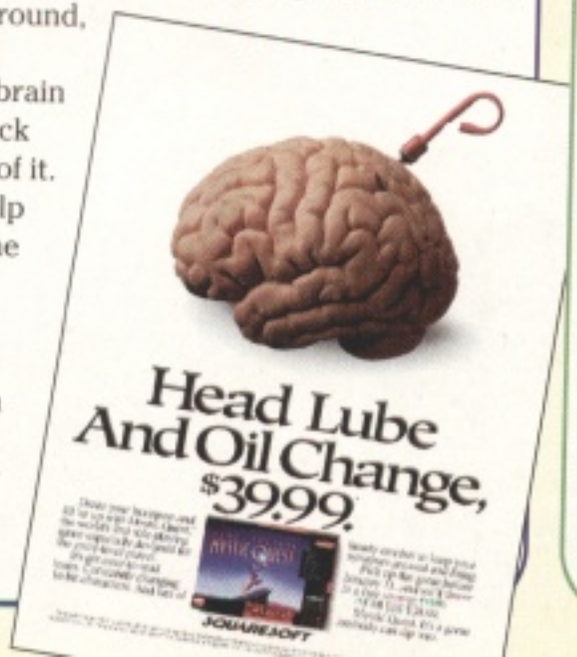
Again, the Japanese have commissioned an artist to draw a tasteful picture, this time of the Prince and his chums, and they've surrounded it with loads of useful stuff about the game...

...leaving the Americans to illustrate the game with a photo of what looks like a frustrated pianist wearing a turban, and (thankfully, perhaps) falling onto a load of spikes. But, while the headline's diabolical, and the box artwork is even worse, at least there's lots of writing about the game.

FINAL FANTASY SERIES

In Japan, the *Final Fantasy* series is illustrated by a distinctive collection of little characters with pointy chins and no mouths (one of whom you can see to the left), with regular appearances being put in by a yellow chicken. These characters really are an integral part of the game's appeal and success – see them and you know you're looking at a *Final Fantasy* game.

The Americans, though, seem content with the requisite photo of the box and large headline on a white background, along with a picture of a brain with a dipstick sticking out of it. You can't help pondering the potential impact of those little characters in a magazine full of similar photos of boxes.



MEGA MAN 5

Mega Man's coming to the Super Nintendo soon. The character's known as Rockman in Japan, where he's represented by a simple line drawing.

The Americans, on the other hand, give him a more detailed, airbrushed and somehow (possibly) slightly dated appearance.

T STROKES

by Jonathan Davies

SUPER ADVENTURE ISLAND

The Japanese wing of Hudson Soft employed the talents of top illustrator Susumu Matsushita to make the irksome Master Higgins appear almost bearable (largely by depicting him on the brink of being eaten alive by a selection of monsters)...

...while across the Pacific he's splashed all over the page in all his gory glory (complete with 'Master' gag).

SUPER VALIS IV

More stylish artwork from the Japanese – the sort of thing you could enlarge, frame and stick on your wall (if it didn't have so much Japanese writing all over it). And, given that the in-game graphics are anime-style, it makes sense for the advert to be as well.

Nevertheless, the Americans go for a photo-realistic approach, and rather lessen the effect by sticking it on a white background with a big headline over it. It's a pretty good picture, though (whatever misery guts Jason says).

RANMA 1/2 VS STREET COMBAT

Are they by any chance related?
Ranma 1/2 is based on a popular Japanese anime TV series about some kids who change into animals, and sometimes even change sex, when they get wet. The spin-off games are beat-'em-ups with really nice anime graphics, and are advertised correspondingly.

Meanwhile, on the other side of the Pacific, anime just doesn't sell games (or so US publishers believe). So, when Irem America bought the rights to middling beat-'em-up *Ranma 1/2*, they stripped out the cute characters and replaced them with a set of shoddily-drawn, soulless, but presumably 'hipper', ones. Not a pretty sight.

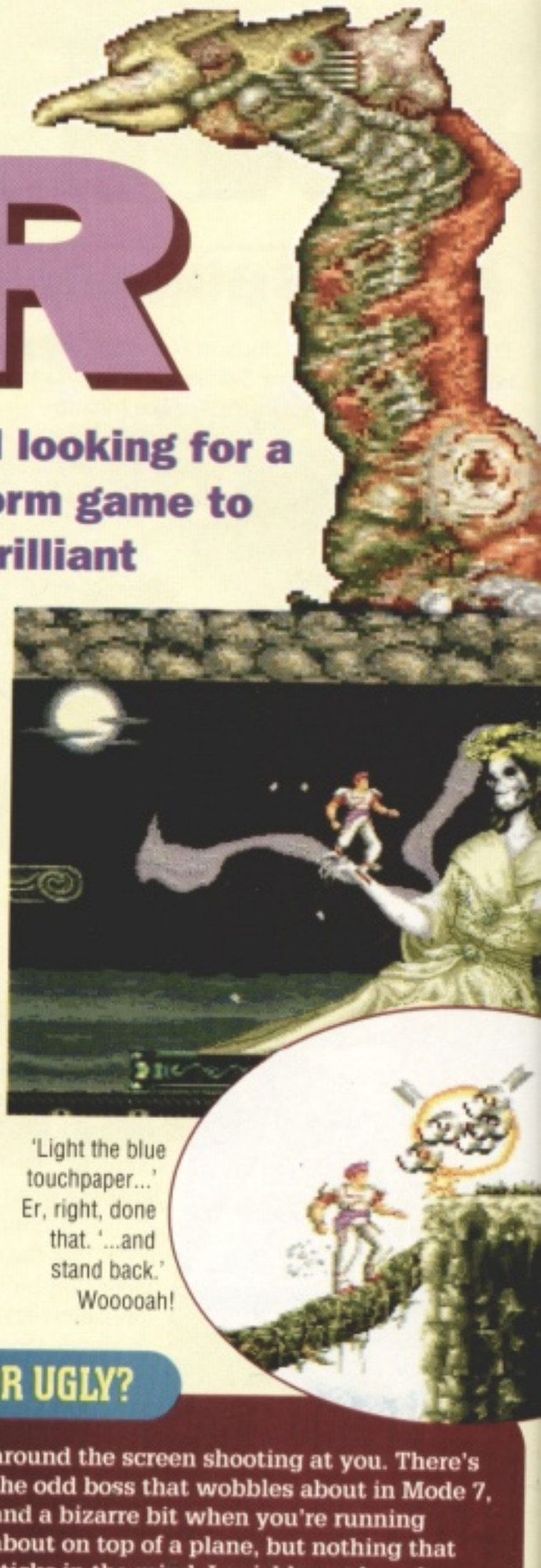
STREET FIGHTER II

What *happened*?
A big chunk of *Street Fighter II*'s appeal is the mythology surrounding it,

and that's largely attributable to the smashing drawings of the characters turned out by Capcom Japan. They show anime at its best – tough as nails, and yet sort of lovable (and even fanciable) at time – and they've got such strong personalities that their faces are recognisable even when you can't see their distinctive costumes. You almost want to dress up as one...

The Americans kept the characters, of course, but came up with a new set of drawings. They've taken a more 'realistic' approach, dumping the anime look, with rather mixed results.

RUN SABER



US Release

Game: Run Saber
Publisher: Atlus
Developer: Hori
Price: Approx. £50-£60
Release: Out now
Players: 1 or 2 simultaneously
Cart ROM: 8 Mbit

The Super Nintendo's still looking for a super-fast scrolling platform game to match the Mega Drive's brilliant version of Capcom coin-op *Strider*. *Run Saber*, we feel, isn't it.

The focal point of *Run Saber* is this little chap. He can leap really high into the air, he can scale vertical walls, he can hang onto just about all known ceilings, and he's got a special sword which he swishes about, and which he can upgrade by picking up little blue blobs.

If you've got a second player to hand, get help from this young lady. She does the same things, but looks different doing them.

'Light the blue touchpaper...' Er, right, done that. '...and stand back.' Wooooah!

Er, oh yeah, and both characters have got special weapons, one of which you can see here.

Believe it or not, those blobs represent every stage in the game. (Bar the last one.)

Above: The bit with the plane. Right: Another bit.

Level three sees our hero playing space conkers. (You know that's not true – Ed.)

GOOD, BAD OR UGLY?

What *Run Saber* desperately wants to be is *Strider*. No, come on, it does. Everyone's saying it. But, while *Strider* (both in the arcades and on the Mega Drive) is a fantastic game, with brilliant graphics and loads to do, *Run Saber* is firmly average. It's got one or two interesting (if not inspired) ideas in it, but there's just not enough there to fire the imagination and keep it blazing.

The most *Strider*-ish thing about it is the character you control (or characters, if you're playing with two). He's actually rather well animated, leaping about, climbing up and down, swinging around and using his lightsaber/sword thing just like the chap out of *Strider*. In fact, if the bloke out of *Strider* walked up to the bloke out of *Run Saber*, for the tiniest fraction of a second they'd probably think 'Woah! I'm looking in a mirror!' Or 'Gosh! My long-lost identical twin brother!' Or something. The levels are decidedly *Strider*-like, too, with all their sloping platforms to run up and down and overhead bits to swing from.

But *Run Saber* doesn't have anything like *Strider*'s level of involvement. Despite some attractive backdrops here and there, the levels all seem really dull and bland, and the baddies just sort of walk or fly around the screen shooting at you. There's the odd boss that wobbles about in Mode 7, and a bizarre bit when you're running about on top of a plane, but nothing that sticks in the mind. I quickly got bored.

And, most worryingly of all, *Run Saber* is short. I couldn't believe it when I saw the map with just four stages marked on it, and was even more flabbergasted when I completed the first three in about 15 minutes on my first go. There is another, fifth, stage if you make it through those ones, but I can tell you now that this one isn't going to get much in the way of a Gamelife rating.

Sorry, but if you want a good *Strider* game you'll to have to wait a bit longer.

● Jonathan Davies

GRAPHICS	SOUND	GAMEPLAY
73%	55%	66%
GAMELIFE	OVERALL SCORE:	
47%		59%

VERDICT: A *Strider* wannabe that's not really up to much. Nice in places, but miles too easy to finish.

Coming Soon...

The second Future Entertainment Show

November 11 - 14 London, Olympia

It'll be completely great!

Featuring GAMESMASTER

SHADOWRUN

Seattle, 2050. The Government has collapsed, corrupt conglomerates dominate the commercial sector, and the city is in a state of quasi-anarchy. Oh, and the bad news: you've just been murdered by a gang of thugs...

Grab some tickets, head into the Cage Club and check out the band. The songs are a little harsh on the ear, so talk to everyone (particularly the punk over to the left) and leave rapidly. You could try to get a drink out of the waitress, but you're more likely to face a barrage of abuse. Oh, and don't dance.

UK Release

Game: Shadowrun
Publisher: Data East
Developer: Beam Software
Price: Approx. £45
Release: Out now
Players: 1
Cart ROM: 8 Mbit

Your apartment. Check out the message on the vid-phone.

The Grim Reaper club. The most complex thing in here is working out how to get that geezer off the darned phone...

The key to success in *Shadowrun* is to search absolutely everything. Even the grubby, slightly moist pockets of these lifeless bodies.

Hit START or SELECT and you'll be switched over into Inventory/ Status mode. Here, you've managed to pick up a gun and a grenade.

The plot thickens... A bleak tomb, rampant zombies, and a dying shaman. Goodness.

STAYING ALIVE AMONG THE SHADOWS

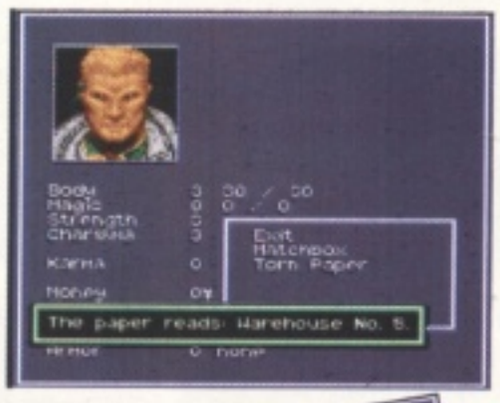
Here's a quick walk-through of the initial stages of the game. It'll get you armed, put some money in your pocket and should give you an idea of what it's all about...

1. After being shot, you're slapped on the slab by a pair of torpid morticians.

2. They close the drawer, then wander off...

3. However, you're not quite ready for divine judgement and, with an understandable headache, you rouse yourself...

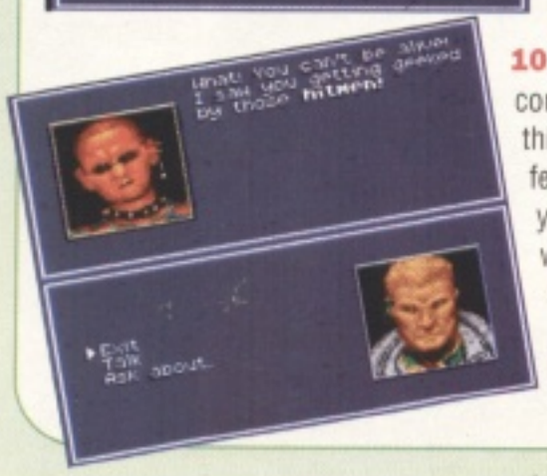
6. Stagger over to this table and pocket the carelessly discarded scalpel you'll find there.



5. Check out the torn paper for a hint at your future direction.

7. Open the fridge on the right and take out the healing patch you'll find there. You'll need it later – but not for yourself.

8. Time for a bit of a laugh. Open the door and freak out the morticians. Chortle, chortle.



10. You'll be confronted by this slovenly fellow who'll tell you to grab a weapon before scuttling away down a dark alley.

11. Follow him, making sure you keep a safe distance as he walks into the path of a far-from-stray bullet.

12. Quickly grab his gun and smoke his (and now your) assailant. Watch out for the big yellow hand which suddenly materialises. Actually, it doesn't. It was a 'joke'. Erm, sorry...

GETTING INTO CHARACTER

Talk to everybody, however unsavoury they seem. You'll pick up vital information and, slowly, build up an essential list of conversation topics.

DOCTOR
You'll meet this dude in one of the sleazy bars. He's retired, but he directs you towards some of the more operational street docs. Best advice – 'Forget all that talk of magic'.

CLUB MANAGER
Proprietor of the Grim Reaper bar. A chatty git who seems to remember your penchant for iced tea. Best advice – 'I wouldn't go jacking into the Matrix with only your datajack'.

LUDDITE
An underground type of guy. Opposed to new technology. At time of writing, his significance eludes us. Best advice – 'Would you like to buy a copy of the *New Luddite*?'

ORC
A most hard fellow whose bodyguard-like services can be acquired for a nominal sum. He's tough, but rather a grim shot. Best advice – '100 Nuyen and I'm yours'.

CLUBBER 1
Not particularly helpful. Should you fancy one of those nightclub-type screamed-in-ear conversations, she's fine. Best advice – 'I can't hear you. The music's too loud!'

SECRETARY
Depressingly enough, she's a bit of a bimbo. But she'll stand idly by while you rifle through the office furniture. Best advice – 'Sorry. My boss isn't here'.

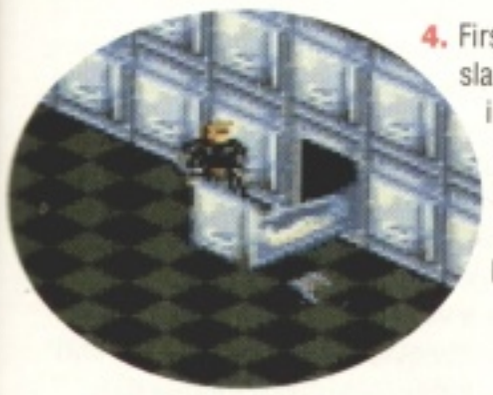
DOG
Bizarrely, the dog acts as a kind of totem who will provide you with guidance and magic. Best advice – 'Grr!'

CLUB PATRON
Slouching loutishly over a chair, he'll need a spot of refreshment to loosen his jaws. Best advice – 'Poor Grinder. He got wasted by Lone Star'.

BUSY MAN
Annoyingly rude and extremely unhelpful – so much so, we just went around shooting at him. Best advice – 'Get out of my life, Wirehead'.

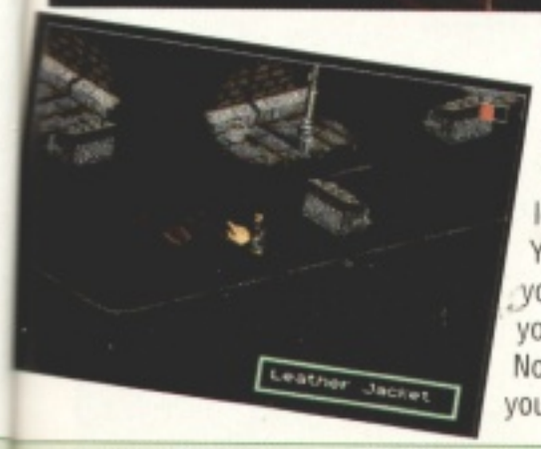
SHAMAN
Magical, wise, powerful, but (initially) a little sickly. Patch him up and he'll hand you a useful object and become a little more forthcoming. Best advice – 'The power calls. Go to him...'

DANCING HIPPY
Brusque, to say the least. He has nothing to offer but, when we tried to shoot him, we were 'approached' by the burly bouncer and ejected from the premises. Best advice – 'Beat it!'



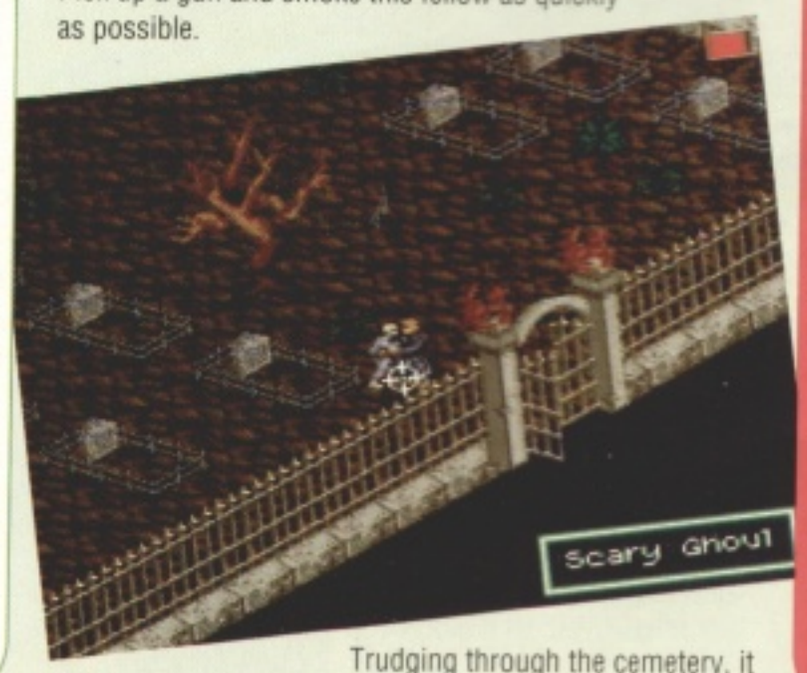
4. First, examine the slab. You'll immediately dig out a clue (and find out who you are in the process).

9. Now go through the left door out of the room. Run down this corridor and head outside.



13. Next, search the dead sniper's body and swipe the leather jacket. You're armed and you are able to fill your pockets. Now you're on your own...

Pick up a gun and smoke this fellow as quickly as possible.



Trudging through the cemetery, it frequently becomes necessary to shoot zombies.

GOOD, BAD OR UGLY?

A scruffy old Spectrum game *Movie* attempted to do this isometric-view exploring/unearthing/conversing thing around eight years ago. It was slow, willfully difficult and frustratingly devoid of any real meat to the gameplay. It is, however, 1993, and now – in the words of Oscar Goldman – we have the technology.

As Jason said in his *Equinox* review a few issues ago, it's surprising that SNES developers haven't seen the potential of this format. Adventure games used to be restricted to huge amounts of text shakily propped up on an anaemic, limited 'vocabulary' of command inputs. Forget all that. The wide range of fab RPGs around now have proved that the flexible memory and graphical capabilities of the SNES can be used to better effect.

Shadowrun is an open-ended game of discovery. The atmosphere and plot are like the cinematic sci-fi of *Blade Runner* and the oppressive future-vision of *1984*. It's inspiring – full of moody visuals and imaginative puzzles. The programmers have seen the need to strike a balance between reflex-dependent arcade action and adventure game logic. One moment you'll be exchanging gunfire with a sniper; the next you'll be wracking your brains over a carefully placed, thoughtfully devised situational problem.

The premise is brilliantly handled. Many games that try to place you in a relatively information-free situation – forcing you to piece things together – seem daunting, and becoming confusing and frustrating. *Shadowrun* skillfully weaves you into the scenario, allowing scope for experimentation as you slowly establish your identity and destiny from the fragments of your previous life.

There are even some magic/hit-point elements (which'll satisfy hardcore RPGers). It's possible to play these down and just concentrate on the adventure/arcade action, but should you be anoraky enough to fancy a more enclosed, *D&D*-like experience, it's here somewhere.

The downsides are the sprites (small and fiddly) and the control system which, in all fairness, has been kept as intuitive as possible, but is still a bit rough to get used to. Otherwise, this is brilliantly presented, scrupulously designed and a joy for those who expect something a little less immediate and more challenging from their gameplay.

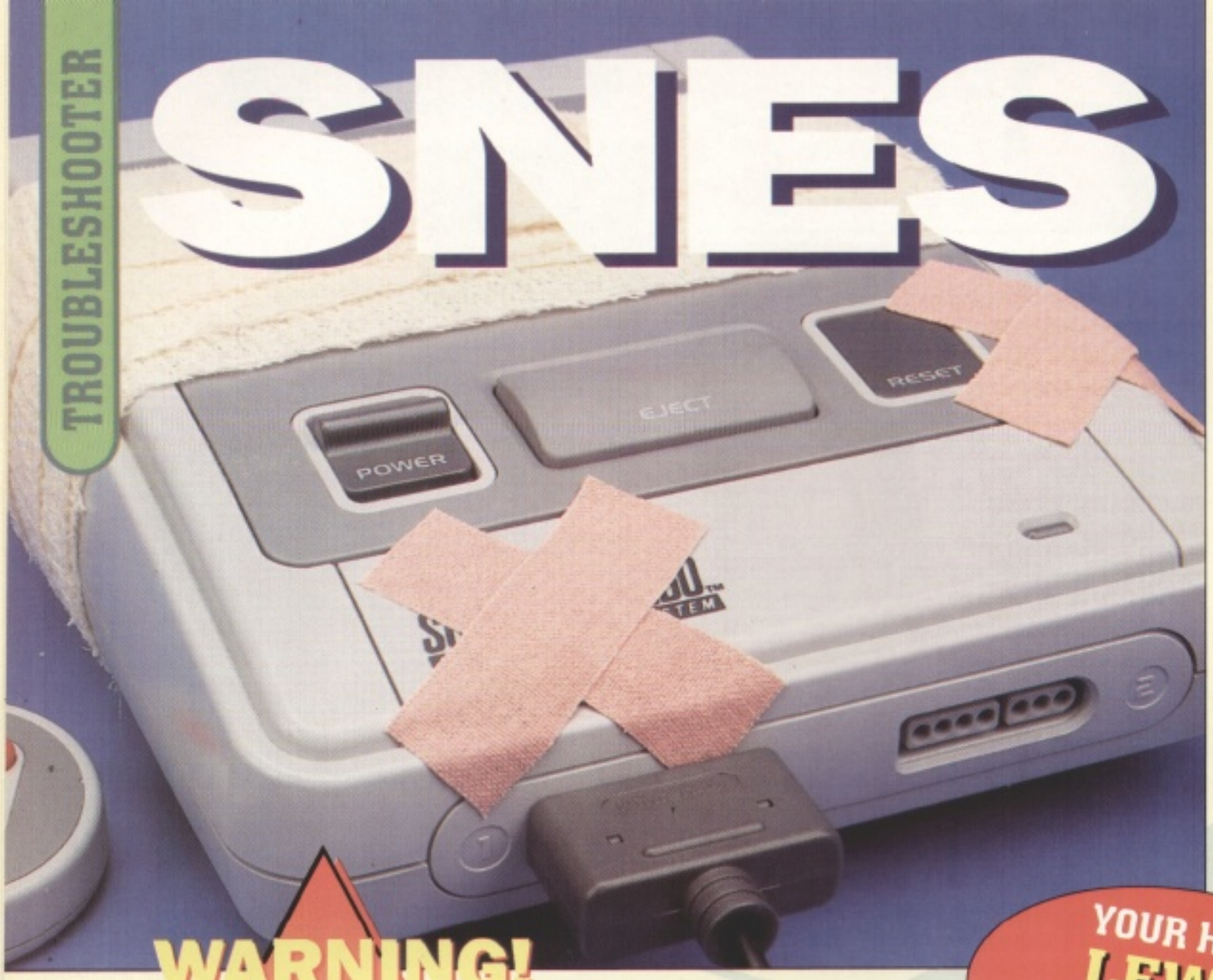
● Andy Lowe

GRAPHICS	SOUND	GAMEPLAY
80%	85%	90%
GAMELIFE	OVERALL SCORE:	
84%		85%

VERDICT: If you can cope with the size and cerebral nature of the puzzles, then *Shadowrun* is a very playable and enjoyable game.

SNES TRO

SUPER PLAY'S EASY WAY TO FIX ADAPTOR DAMAGE



WARNING!

Poking about inside your SNES is obviously an incredibly risky business. If you're in any doubt at all about your abilities with a soldering iron, send your machine to a professional repairer. *Super Play* can accept no responsibility for any damage caused as a result of this article.

YOU HAVE BEEN WARNED!

YOUR HOST: LEWIS LOGARIDIS

This month we kick off a new irregular series of features on the technical side of the Super NES with a quick troubleshooting guide. This month: How can adaptors harm your machine? And how can you fix the damage yourself?

Talk to SNES fans at the moment and, sure enough, the subject of universal and bridge adaptors will crop up. Just look at Gamefreak – every month Jason gets driven crazy by questions about these devices. To understand how they work, and their strengths and weaknesses, we have to go into the subject in more depth than the Gamefreak pages give us the space to do. Shut the door and unplug the phone, because this is about to get complicated...

Okay, when the Super Famicom was designed in '89, it was decided that some sort of security/protection system should be used – to prevent unlicensed or pirated software from running on the machine. Happily for Nintendo, the same device also provided some means by which cartridge distribution and use could be controlled – copyright ownership and law varies from one country to another, and minor changes are often made between different territories' versions of the same game.

This security arrangement is in the form of two Country Ident Code (CIC) chips, as outlined in issue 1's 'Complete Guide To The Super Nintendo'. One of these chips is found in the console itself, its entire role being, when you switch on the power, to tell the rest of the machine to do nothing unless a compatible sister chip has been detected in the cartridge you wish to play. This, of course, happens very fast and is totally transparent to the user.

Now, the device used in Japanese and US machines has a different code to that of UK and European units – on purpose. So should you try plugging a Japanese game into a UK machine, the CIC chip detects a different country ID code on the cart and tells the CPU to stop execution of the program code. Result: a black screen and a very frustrated CPU!

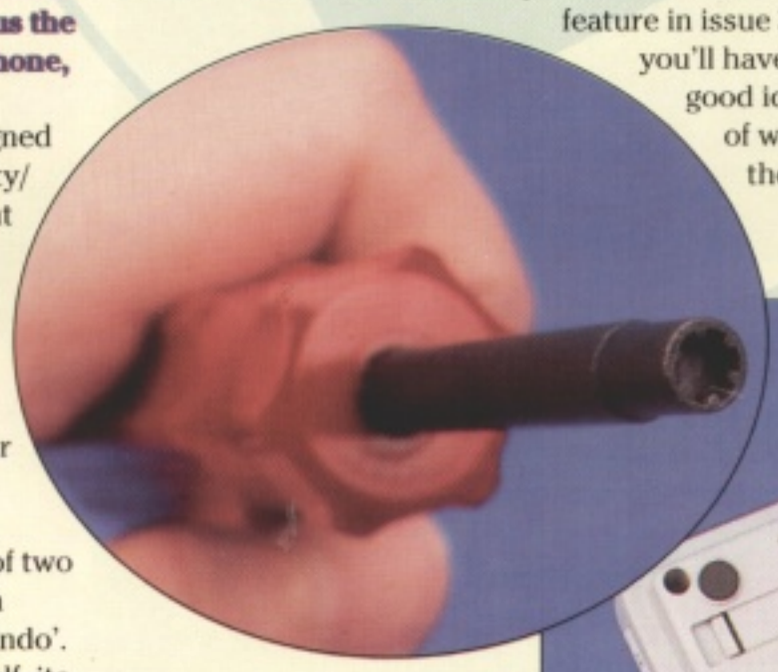
And this is where our beloved adaptors spring to the rescue. Getting on for 50% of *Super Play* readers own one and, unless you missed the feature in issue 3, you'll have a good idea of what they hope to achieve. But how do they actually work?

Well, it's simpler than you might think. We all know that inside every cart there's a ROM chip which holds the program code, usually 4 or 8 Mbit depending on the game. All memory devices, including ROM chips, have a pin called the Chip Enable line, which tells the device when it is required for use and when to revert to 'stand-by' mode. When in the latter state, the ROM is switched-off and is effectively disconnected from the rest of the system. Power consumption is negligible under these conditions – you can probably already guess where this feature's heading.

When using a universal adaptor, two games are required. One must have the correct security chip in it – most people use the *Mario World* (or whatever) cart supplied with their machine. And the other is the foreign game which would otherwise have been prevented from running on your unit because of the different CIC chip.

What an adaptor effectively does is as follows:

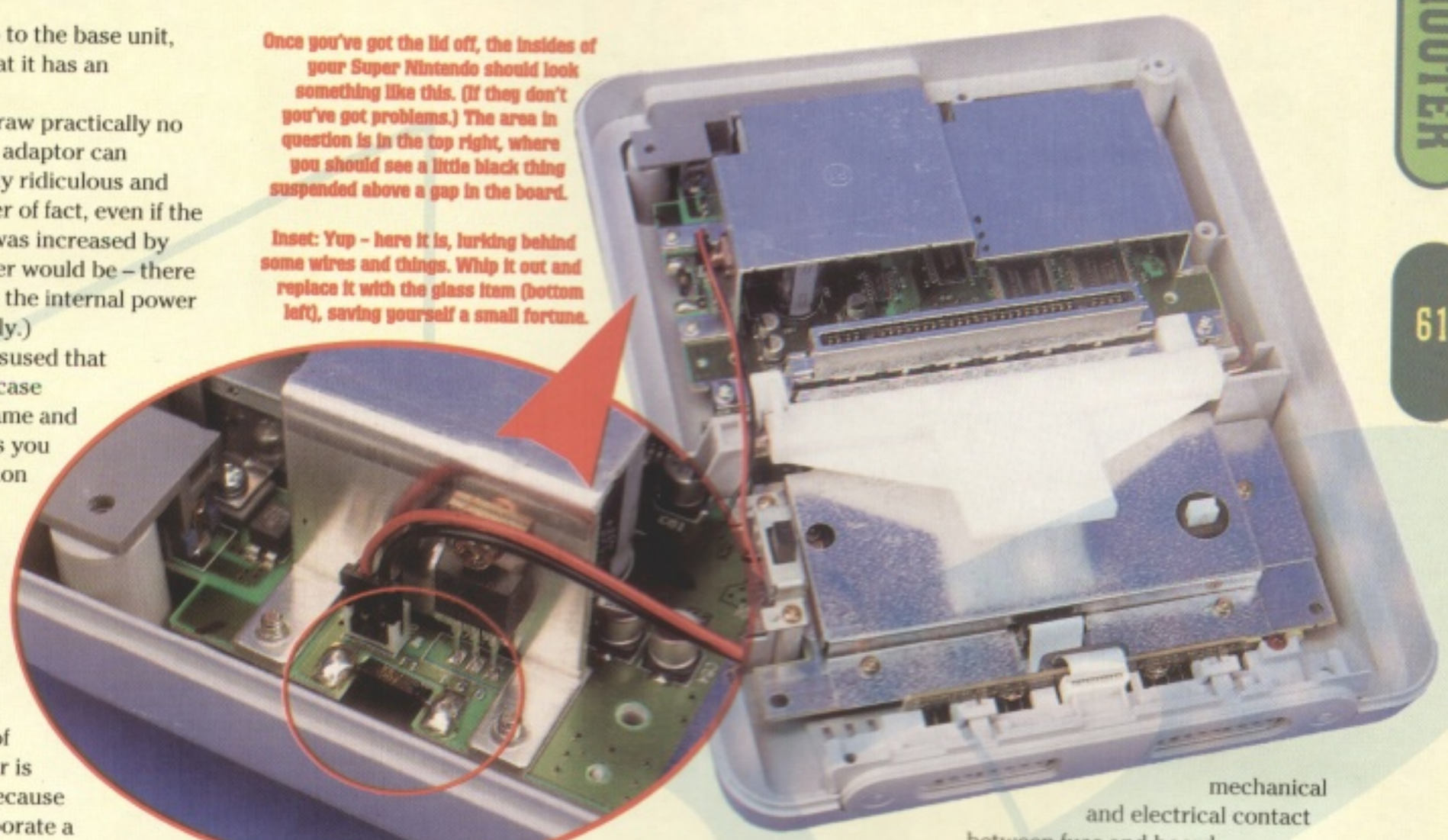
- Supply power to all devices (ROM/RAM, CIC and address decoders) in both carts simultaneously.
- Switch off the *Mario World* ROM to prevent clash, and instead enable the import game's ROM.



Above: Don't shoot! This is the special screwdriver you'll need if you're to have a hope of getting the lid off your Super Nintendo. There are details of how to get hold of one at the end of this feature.

Right: And here it is in action, undoing those six screws that lie between you and the innermost secrets of your Super Nintendo.

UBLESHOOTER!



Once you've got the lid off, the insides of your Super Nintendo should look something like this. (If they don't you've got problems.) The area in question is in the top right, where you should see a little black thing suspended above a gap in the board.

Inset: Yup – here it is, lurking behind some wires and things. Whip it out and replace it with the glass item (bottom left), saving yourself a small fortune.

● Present the correct CIC chip to the base unit, thus fooling it into thinking that it has an acceptable country of origin.

Because disabled ROMs draw practically no power, the myth that using an adaptor can overload your console is totally ridiculous and should be ignored. (As a matter of fact, even if the power consumption of a cart was increased by 400% – which it obviously never would be – there would still be no problem, and the internal power supply could cope quite happily.)

It's only if an adaptor is misused that problems can occur, in which case damage *is* likely, to both the game and your SNES. However, as long as you employ a bit of care and common sense there should be no problem with an adaptor that works correctly – we've yet to come across one that doesn't.

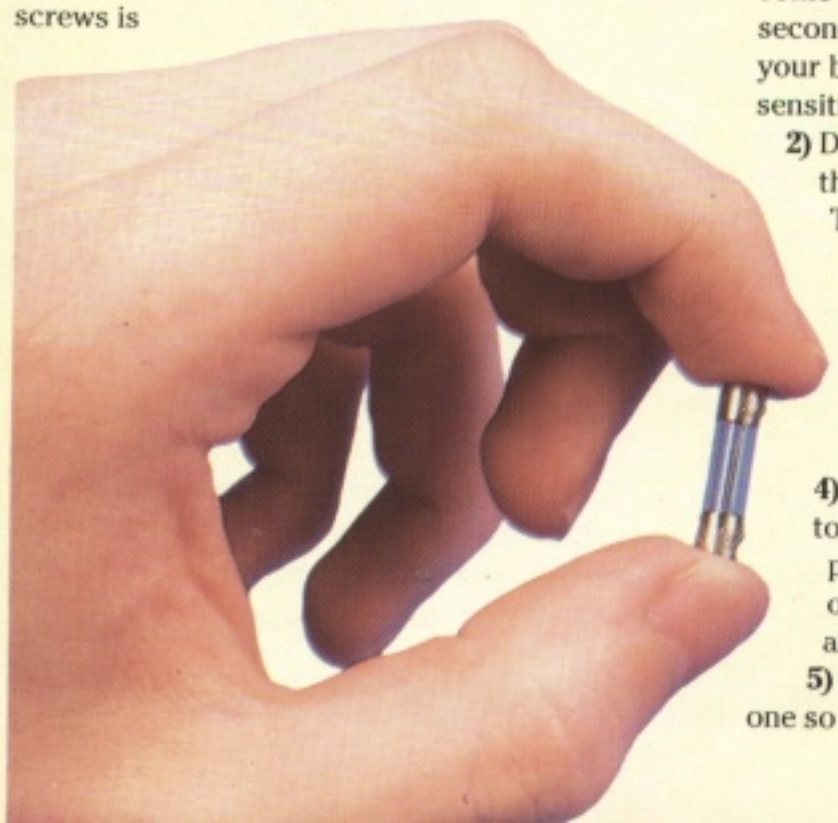
So what exactly is 'adaptor misuse'? Well, there are two ways you can damage your machine with an adaptor. The most common is removal of one of the carts while the power is switched on. This is possible because adaptors don't generally incorporate a locking mechanism to prevent the game from being removed when power is on. The results of doing this range from no damage at all to blowing the internal fuse. The fuse concerned is a supply-line one which, once blown, cuts off the power going to the SNES, to prevent further damage.

The other possibility is the insertion of a cart into an adaptor the wrong way round. This will *definitely* blow the fuse, and also knacker your cartridge in the process, so don't do it!

Either way, should you find yourself in this nasty predicament, there's a cheap and simple way to resolve the problem.

If you find yourself with an apparently 'dead' machine, don't despair. The chances are the fuse has blown, and the easiest way of telling for sure is to check if the Power On indicator LED doesn't light when you switch on. If this is the case, all that's necessary is a soldering iron!

Although there is one slight problem. Another design feature of the SNES is that special tamper-proof 'ZE1' screws are used to screw the casing together. Undoing these screws is practically impossible unless you've got the right screwdriver – they're tricky to get hold of, and cost around £9. The address of a suitable outlet is given at the end of the article.



For the fuse repair, you'll also need a 1.5 Amp fast-blow 20mm fuse, available from most electronic component suppliers, including Tandy. A low-power soldering iron is needed as well, but *do* ask somebody to help if you haven't had previous experience. A TV technician might do it for you, as long you are polite and provide them with the ZE1 screwdriver to do it with.

But if you want to do it yourself, follow these instructions carefully:

1) Before even touching the console, make absolutely sure you are electrostatically discharged by holding onto a water tap or some other earthed object for a few seconds. This gets rid of any static build-up on your body which could permanently damage the sensitive CMOS chips on the machine's board.

2) Disconnect the power lead from the rear of the unit, and switch the SNES on and off again. The LED should blink for an instant as any remaining power in the unit is discharged.

3) With the power now off, and the machine disconnected from the mains transformer, open the casing by removing the six screws located beneath the unit with your special screwdriver.

4) The fuse is found at the top-left corner, next to the red and black power switch leads (see pic). It's black, marked '1.5A', and is soldered onto two big solder pads and floating in mid-air, since there is no board underneath it.

5) Remove the burnt fuse and solder the new one so it rests on the same pads, making sure of mechanical and electrical contact between fuse and board.

6) Bear in mind that your replacement component will look different from the smaller black one you've removed. But it'll do the same job, so don't feel you're doing something wrong.

7) Once the new fuse is in, tap it lightly to make sure it's soldered in properly, and look out for stray bits of solder flying around in the case, which might come into contact with the board and cause the machine to go wrong.

8) The casing should now be put back on carefully – you could always replace the tamper-proof screws with some Philips-head ones.

> "Should you find yourself in this nasty predicament, there's a cheap way to solve the problem."

Hopefully, replacing the fuse will have cured your problem. If it hasn't, however, or the fuse blows again straight away, the chances are your unit is beyond DIY repair – it may even be cheaper to buy another unit than to send it off for repair.

Finally, it must be said that there are more methods of preventing games running on machines other than those they're intended for, beyond the machine's built-in check. Some carts use a software approach to check the version number of the CPU and PPU on the host system. (Owners of the game *F1 Exhaust Heat* can prove this to themselves by entering 'CHECKSUM' or 'CHECK' as their name.) Action Replay owners can overcome these techniques by using certain codes, but finding these numbers isn't easy.

● The ZE1 tamper-proof screwdriver can be obtained from Electromail, (0536) 204555, and will cost you £9.04 (includes VAT and p&p). Quote stock code 541-983.

● If you'd rather not chance a DIY repair, or your efforts aren't enough to salvage your machine, try one of the professional repairers who advertise in *Super Play*. TDS Trading are worth a shot – they can be contacted on (081) 677 5113.

Lewis Logaridis also writes for *Electric Brain* fanzine.

AMERICAN GLADIATORS

US Release

Game: American Gladiators
Publisher: GameTek
Developer: Imagitec Design
Price: Approx. £50-£60
Release: Out now
Players: 1 to 16
Cart ROM: 8 Mbit

**Contestants... READY!
Gladiators... READY!
Jonathan... REA–
Jonathan? Jonathan?
Come on – it *might* not be as bad as *Wheel Of Fortune* and *Jeopardy*.**

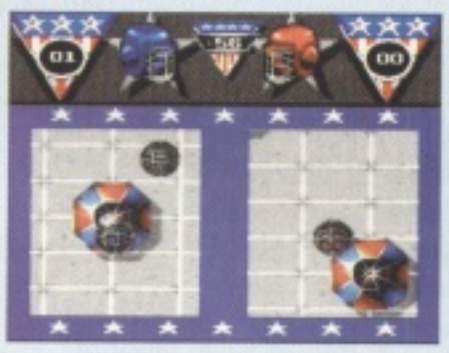
Matt's the big *Gladiators* fan – he's actually going to see the British show being recorded soon – but we all tune in. (When it's on.) Anyway, here's the line-up, showing who's playing who in the tournament we've set up.

ROUND 1: ASSAULT
Dodge between safety spots, avoiding the tennis balls fired by the Gladiator and firing back with the weapons that're positioned at each point. Terrific. (All right, it's not.)

ROUND 2: HUMAN CANNONBALL
Swing down on a rope and, er, try and hit the Gladiator, who zooms towards you in Mode 7.

ROUND 4: JOUST
Use your cotton bud to knock the Gladiator off his perch before he gets you. (Even though he never does.)

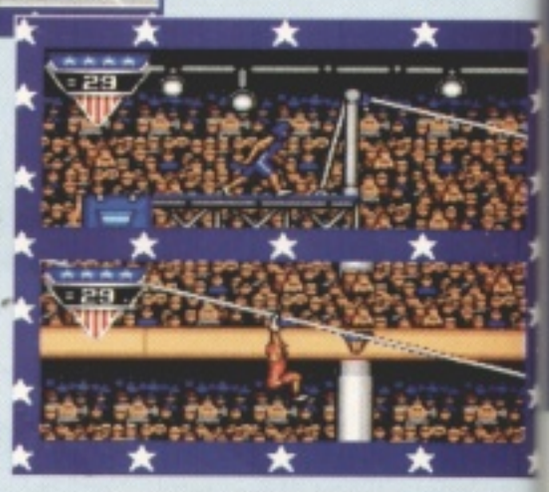
ROUND 6: THE WALL
Climb up a wall, trying not to get caught by the Gladiator who's chasing you. Which is difficult because the controls are next to useless.



ROUND 3: ATLASPHERE
Roll around in these sphere things, trying to roll them onto the goals. The Gladiators, in their own spheres, try to stop you.

ROUND 5: POWERBALL
Take balls from the dispensers and place them in the containers (if you can outwit the collision detection), without getting caught.

ROUND 7: THE ELIMINATOR
Run through an obstacle course by pressing L and R as fast as you can. Wow!



GOOD, BAD OR UGLY?

That's right, folks – *American Gladiators* comes from the same people who brought you *Wheel Of Fortune* and *Jeopardy*, the two lowest-scoring games in *Super Play* so far. (Apart from *Pitfighter*, of course.) But I'll try to be objective.

And the first problem is that the chances of any game based on *Gladiators* being any good are pretty slim. It's just not going to happen, is it? Even so, there's still potential for, if not a *Super Play* favourite, then at least something around about 70%. The main thing that's needed is for the events that make up a *Gladiators* tournament to be translated into challenging, playable games.

But they're not. They're useless. The graphics are weedy, the controls are mainly of the 'hit L and R as fast as you can' variety, and they're no fun at all. So that's a good 30% knocked off.

But even then, there's still room for this to comfortably out-score *Wheel Of Fortune* and *Jeopardy*. But, er...

- If you want to fight against a human opponent, you can only do it in the tournament mode, and only then if you both get drawn to play together. The one-to-one mode only works against the computer. (Minus 5%.)
- There are no sound effects at all, just a dreadful tune that plays constantly, no matter what's happening on the screen. (Minus 8%.)
- The only reason *American Gladiators* was any fun on the telly was because of the tongue-in-cheek atmosphere. All that 'Contestants... READY!' business, and the individual characters of the wrestlers. There's none of that in this game. None of the feel of the telly programme has been reproduced. None of it. (Minus 15%.)
- When you lose a game, nothing happens except 'You lost' (or something similar) being written on the screen. (Minus 6%.)

So there we are. Sorry Matt. Sorry *Gladiators*. This is (wait for it) even worse than *Wheel Of Fortune*, and even worse than *Jeopardy*. Even Jez didn't like it.

● Jonathan Davies

GRAPHICS	SOUND	GAMEPLAY
36%	9%	29%
GAMELIFE	OVERALL SCORE:	16%
17%		

VERDICT: It was inevitable, perhaps, but this is appalling. And it doesn't even manage to incorporate any of the TV programme's appeal.

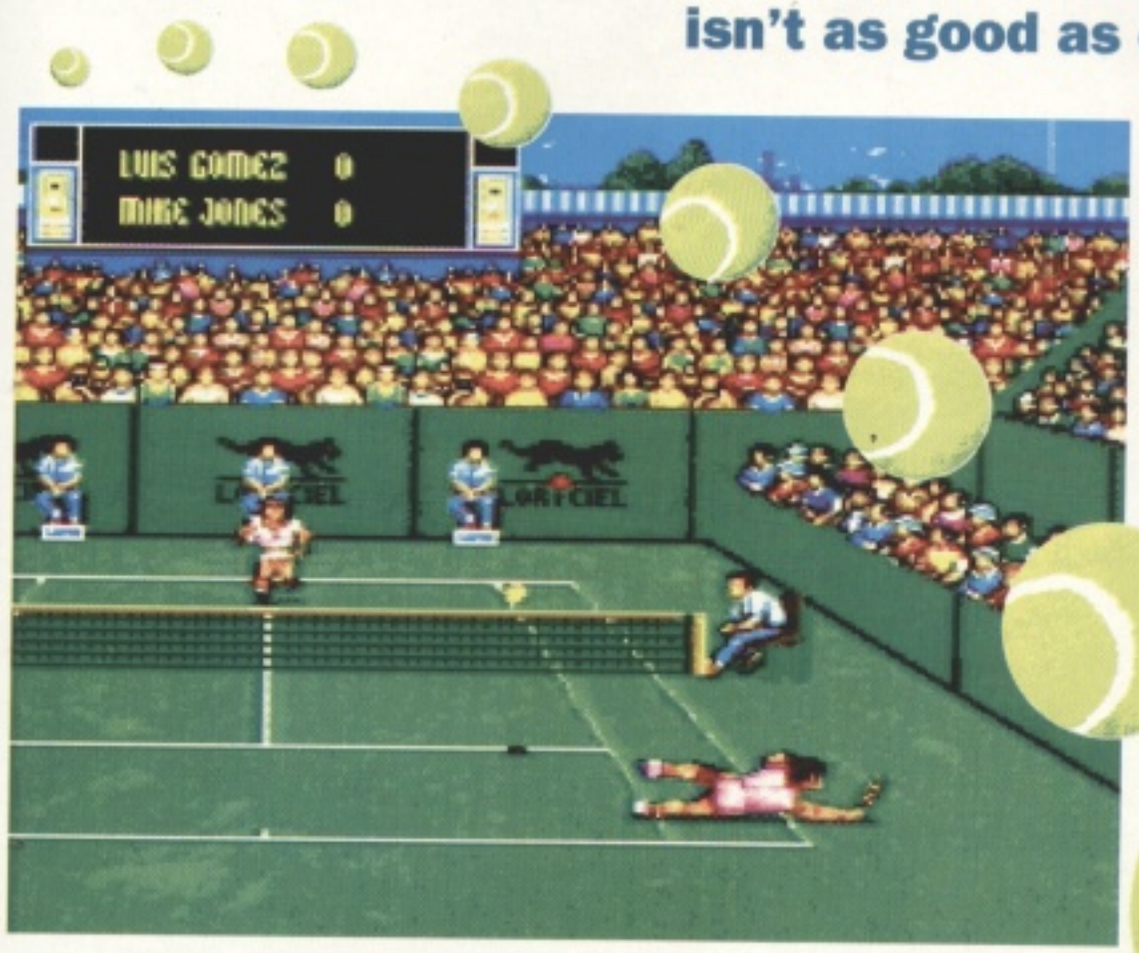
Thanks to Console Plus, (0532) 500445, for lending us this cart.

INTERNATIONAL TENNIS TOUR

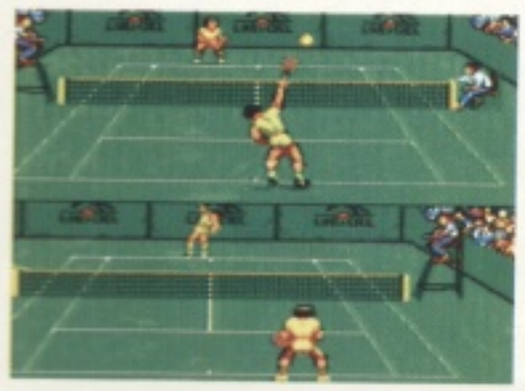
Fore! (*That's golf – Ed.*) Another Super Nintendo tennis game arrives, and prepares to do battle with *Super Tennis* and *Jimmy Connors*. Sadly, though, it isn't as good as either.

Japanese Release

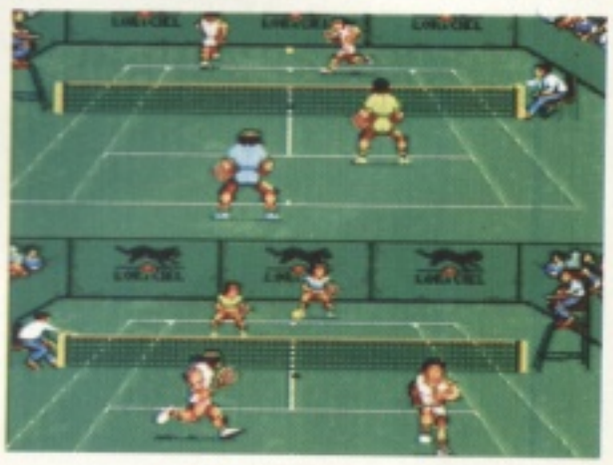
Game: International Tennis Tour
Publisher: Micro World
Developer: Loriciel
Price: Approx. £50-£60
Release: Out now
Players: 1 or 2 simultaneously
Cart ROM: 8 Mbit



Well, here it is. As you can see, the perspective uses quite a low-down viewpoint, so it's a little bit tricky to see exactly what's going on at the other end of the court. And your player tends to obscure the ball rather a lot. But at least you're always playing from the near end, which helps a bit.



While the game isn't multi-player adaptor compatible, it does at least have a two-player mode, which, novelly, splits the screen in two.



The split-screen works in doubles mode as well. Like double cream and double decker buses, doubles tennis is much more fun than the single version.

International Tennis Tour is indeed international, letting you play in lots of countries (or as long as your cash lasts).

There are four types of court to play on – grass, clay, hard and indoor. This one's the indoor one. (*These captions are totally pathetic – Ed.*)

There are three practice modes available, letting you get to grips with the controls, try out precision ball placement and, of course, brush up your service.

GOOD, BAD OR UGLY?

New tennis games have a virtually hopeless task ahead of them, simply because the competition is so fierce. (Well, not fierce in the literal sense. It's hard to imagine *Super Tennis* biting you in the ankle, or scratching you on the cheek.) It's not so much an uphill struggle as an Everest ascent.

International Tennis Tour makes a pretty good go of it, though. It's a conversion of an Amiga tennis game called *Tennis Cup*, and as such it looks rather computery. The graphics are really nothing special at all, with no use of Mode 7 whatsoever. But it's certainly well-endowed in the playability department. The speed's just right, the controls are responsive, and everything's there that you'd hope to be there – dives, smashes, balls teetering uncertainly on the net before dropping down on one side or the other, that sort of thing. You've got plenty of control over where the ball goes, too, so proper tennis-style strategy comes into play as you try to guess where your opponent's going to run, and knock the ball elsewhere.

What *Tennis Tour* doesn't have, though, is *Super Tennis*' unrivalled enjoyability. (*Super Tennis* is, after all, one of the very best Super Nintendo games of all time.) And it doesn't have *Jimmy Connors*' four-player option, either. And, sadly, it simply doesn't have anything of its own to offer instead.

Well, actually that's not fair. The split-screen two-player mode is unique enough, and works well too, even though it tends to make things feel a little claustrophobic. And the practice mode is new too, and works just as you'd expect.

But other than that, while it's a really very playable game and everything, there just simply isn't any reason to buy this over (or as well as) *Super Tennis*, *Jimmy Connors* or even *Amazing Tennis*.

● Jonathan Davies

GRAPHICS	SOUND	GAMEPLAY
61%	70%	74%
GAMELIFE	OVERALL SCORE:	
66%		69%

VERDICT: A solid enough tennis game, but there are two or three others that are better, and which we'd suggest you buy instead.

LEGEND OF THE MYSTICAL NINJA

SUPER PLAYER'S GUIDE

KONAMI (US)

By Allan Brett

Legend Of The Mystical Ninja **is one of *the* great Super Nintendo games, and a real *Super Play* favourite. Though it's not been granted an official UK release – 'too old' say creators Konami – it remains a favourite on import, its complexities stranding games players on a daily basis. That being the case, we felt it high time we took a closer look at the game, helping you past all the really tricky, obscure bits. Allan Brett, the National Computer Games Champion, is your guide once again...**

Hit this statue to reveal a secret room below.

General Tips

We'll get onto the specific levels in a minute, but first, remember to bear this stuff in mind throughout the game...

1. Always keep a large wad of cash handy to use against bosses, or buy items necessary to complete a level. (Tickets, books, etc.)
2. Make sure you have a healthy reserve of shoes to guarantee access to the best items in the secret rooms.
3. When facing bosses, stay tightly down in the left or right corners of the screen, so you're out of their reach.
4. In a one-player game, if you're about to die, let player two join in, continue with him, then let player one die.

LEVEL ONE

SECTION A: VILLAGE

Just right of the gate that leads to section B, hit the edge of the broken wall to reveal a face token that's worth 100 coins.

SECTION B: FOREST

When you reach the bell in the forest, stand in front of it, pull down and press jump to drop down, then hit the stone you land next to. This will reveal a secret room.

BOSS: PLATE SPINNER

Your stick and coins are useless against this boss, so use the stick to deflect the plates back at him instead.

LEVEL TWO

SECTION A: VILLAGE

From the start, go left and (facing left) go left again at the first exit. In the next bit, go left and then exit on your first right (just past the three bald statues). In the next area you appear in, you'll see a tree straight ahead of you – go up to the trunk and hit it to reveal (of all things) a Twinbee token, worth a very tasty 100 coins!

That's not all – go left past the sauna/jacuzzi building and whack the small barred window to unveil a secret room. Cor!

As you exit this secret room, continue left and then go left at the end, and you'll be confronted by the boss.

BOSS: SUMO LAMPSHADE-SELLER-TYPE-THING

Smash the white lampshades, followed by the red ones. Use coins if you don't fancy getting in close, and make use of the goodies near either wall. The Sumo himself is a complete wimp, and a few swift beatings will see him off.

Hit the dancers and enter the chamber.

One of the weirdest bosses you'll ever see is this lampshade-seller.

LEVEL THREE

SECTION A: AMUSEMENT PARK

Once across the bridge, hit the ticket window on the right (the one on its own) to reveal yet another 100 coin token. As far as secrets go, that's it, but with all of the things you can do and see in here, you'll probably stay for ages.

The arcade tent offers an arcade-perfect level of *Gradius* and a breakout-type game, too.

BOSS: OCTOPUS

What could be simpler? As he shuffles from side to side, dart past and hit him from behind. An insult to your gameplaying skills.

D'you recognise this chap from anywhere?

There are some great graphics in level four, including lots of rotating sprites.

LEVEL FOUR

SECTION A: VILLAGE

At the start, go right and exit at the top when you reach the end. You'll now find yourself in front of a shop. Go right and stand in front of the first house you come to. Hit this house in the middle to find a secret room. As you exit the secret room, go right and exit at the bottom of the screen.

As you enter the next section, go left and eventually you'll come across three identical white houses. Hit the house on the far left to reveal yet another secret room. When you exit this, go right until you reach the entrance to a large temple.

SECTION B: TEMPLE

At the start, go behind the wooden panelling to find a power-up. Behind the panelling near the exit an energy bar extension is also yours for the taking. As for the rest of this section, there's nothing here you won't already know how to deal with.

BOSS: BIG FACE

The two fat blokes can be simply dealt with using your stick or coins. The Big Face is even easier: Just stand at the far left or right of the screen and pump him with coins. It takes a while, but it's quicker than using your stick on him.

LEVEL FIVE

SECTION A: MOUNTAIN TOP

Go right across the log bridge. When you reach the boulders tumbling down the mountainside, you'll see a birdhouse/mailbox-type thing. Whack this to reveal the last of the 100 coin tokens.

SECTION B: WAREHOUSE

Once you reach the pendulums of doom you'll see some pots scattered about – don't try to reach them, as their contents are crap. One pot that *is* worth getting to lies past the pink Spearnose baddies, in the top left corner, but you'll have to negotiate the pendulums first.

Another pot worth having is nearby, assuming you have collected the energy extension in the top left corner. Go right, jumping from block to block, and you'll land on a platform with a pot on it. Drop off this and to the left and you'll land on a ledge with a cupboard under it. Walk along the ledge till you fall through a crack, and by crawling to the cupboard you'll find another pot with an energy extension. But first, you'll have to tackle the pendulums again.

Further on still you'll see a cupboard containing a pot that is too high up – you need the flying magic from the Dojo in section A to reach it.

In this section most of the pots are red herrings. Only one of them is any use.

Goemon's made it across the log bridge. Now he's got these two to sort out.

BOSS: NINJA GANG

The boss's henchmen are easy, but the boss is harder. Standing at the bottom of the glider and firing up works best, and makes his knives easier to avoid.

LEVEL SIX

SECTION A: VILLAGE

Make sure you buy the tag or you can't enter section B. Apart from that you'll find a secret room between two stacks of boxes at the top of the village and another one hidden behind the house in the bottom right corner of the village.

These guys are some of the most annoying baddies you'll come across.

SECTION B: FOREST

Most of the stuff here is simple to find, but while climbing the grey rocks, be careful of the birds and make sure you collect the pots at the top.

BOSS A: LUMBERJACKS

Beware of the blue-faced Lumberjack who throws maple leaves at you!

SECTION C: WATERFALL

Use the rocks moving in and out to get in front and behind the waterfall as it is essential to get to the top. Look out for an energy extension about half-way up on the right of the waterfall.

BOSS B: BASKET CARRIER

The basket itself poses no threat if destroyed quickly – use coins only. Once this basket has gone, keep pelting coins at the bloke as he jumps towards you. Crawl under his jumps to stop him from trapping you.

LEVEL SEVEN

SECTION A: RIVERSIDE

There's nothing to see here, so head left and look for an orange wooden gate to get you into section B.

SECTION B: RIVER

A sort of water-based assault course, but with no secret bits. Sorry!

BOSS: DRAGON

Er, pelt it with coins and stay away from it and that's about it!

Why are all the rowing boats in video games self-propelled? Dodge the birds as they try to drop bombs on your head.

LEVEL EIGHT

SECTION A:

Go into the palace grounds and you'll find two sets of grey dog statues, three on either side of you. Three of them contain secret rooms and one leads to section B, but you must acquire the book and speak to the King before the entrance can be opened.

SECTION B: ABOVE THE CLOUDS

Although this is a damned hard level, there are no secret bits.

BOSS A: BLOCK MONSTER

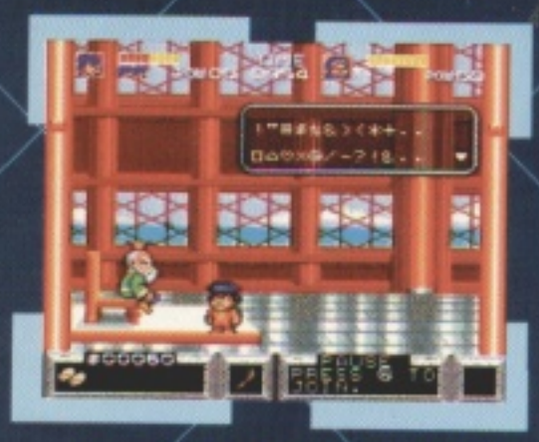
Accurate jumping and good timing are needed here. Use the blocks to get level with the head by jumping on them. After destroying a block a new head will appear on the block you're standing on, so get off it fast. Standing in the left corner is safe, if you need a rest.

SECTION C: UNDERWATER

Sorry, I can't help you here – you'll have to rely on your own skill and judgement.

BOSS B: SWAYING MACE HANDLER

The trick here is not to hit it a lot, but in such a way that the boss topples over. Use coins for the best result, but watch out for the swaying maces. Normally a few well-timed hits can kill the boss.



Get the book before speaking to the King, to make yourself understood.

After escaping from the prison, Goemon embarks on a journey into the clouds.

FINAL LEVEL

SECTION A: PRISON

There are two secret rooms here. One is hidden in the wall of the prison half-way between the exit and the password room. The other is found by following these directions: From the start go right and through the exit at the end, go right again and (facing right) take the first exit on the left. Then go right and talk to the chap in the cell at the end (who'll reveal the opening in the prison wall where you began). Go left and hit the wooden beam against the wall near the left of the room. Secret room no. two!

SECTION B: ROUTE TO BOSS'S LAIR

Nothing here except, er, certain death!

BOSS A: SUMO LAMPSHADE-SELLER
BOSS B: BIG FACE
BOSS C: GIANT SAMURAI

To kill the cat, use coins or your stick to deflect the arrows fired by the Samurai at the cat's face. Stay tight in either corner and lob coins at the Samurai till he dies, not forgetting to run underneath him when he rolls along the ceiling to lure him down to your level.

For the full low-down on just why we think *Legend Of The Mystical Ninja* is so good, turn to our new *Super Play* Classic feature on page 91.

Disaster movie fans will love this *Prince Of Persia* lookalike – particularly lovers of the huge sinking ocean liner variety. But what does '*Septentrion*' mean? It's not the ship. It being a Japanese game, could it (just possibly?) refer to absolutely nothing..?

SEPTENTRION

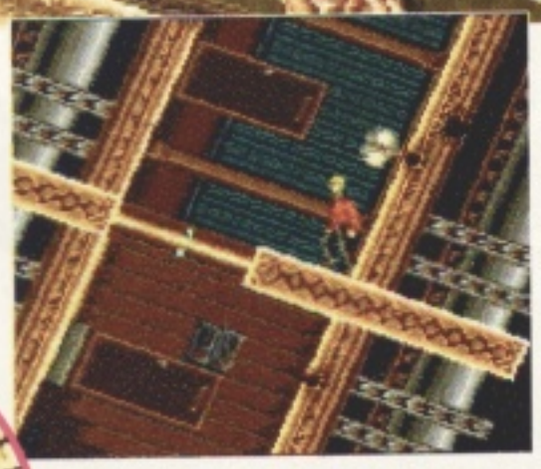
At 7.11pm on 13 September 1921, disaster strikes the huge Ocean liner Lady Crithania. A huge tidal wave engulfs the ship and the majority of the passengers are killed instantly. What a fabulous game theme, eh? Now it's down to you, playing one of four characters, to rescue the survivors hidden in various parts of the vessel. Not that easy with the whole thing rolling in the water...

Japanese Release

Game: Septentrion
Publisher: Human
Developer: Field Co Ltd
Price: Approx. £50-£60
Release: Out now
Players: 1
Cart ROM: 8 Mbit

MODE 7 MAP AHOY!

Luke the sailor is a good beginner's choice because he's got a useful map. This marks your current position when you're in the main section of the ship and lets you rotate it, too, to emulate the position of the ship as it rolls in the water.



Above: Rescue the kids, but don't let them fall from high bits like I did. Great screams, though.

Inside an upside-down toilet – eek!

A TYPICAL HERO: REDWIN GARDNER

'Daddy, what's the matter?' the children ask.

Redwin's a real hero – just like Gene Hackman.

Redwin and his wife have a tiff in the casino. And he storms off and to sulk (above).

The water level slowly rises as time ticks away. It's inevitable that you'll get wet.

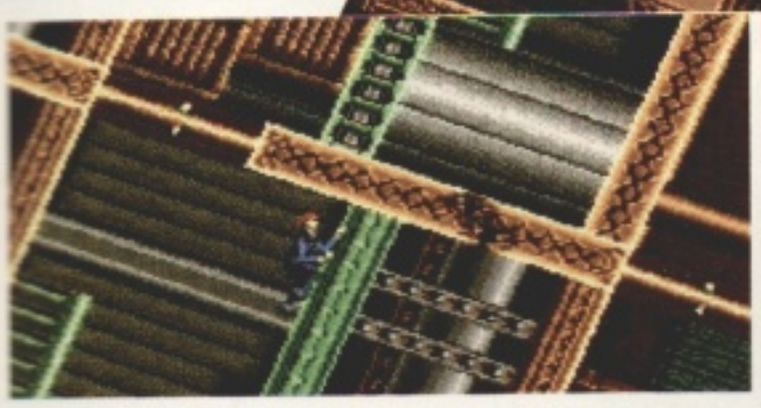
This is what happens if you don't make it out in time.

But where has she ended up now?

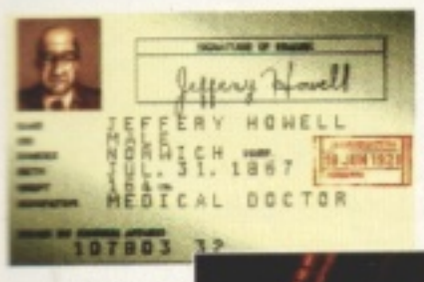
Caplice leaves his loved one at the beginning. Awww.

21 year-old Luke is the only selectable crew member to control.

Here he has to retrieve a passenger's belongings, before she follows him to safety.



In certain sections you must wait for the ship to roll.



The oldest controllable character, Dr Howell, isn't quite as agile as the others, but he does have an advantage – he's a doctor.

The ship rotates in short bursts of about 60°. Long falls spell death.

Doc Howell's a bit too old for all this Action Man-type stuff.

GOOD, BAD OR UGLY?

Once in a while a game arrives in the office that takes a completely different graphical approach. It doesn't happen often though – and I'm not sure *Septentrion* fully qualifies as such an instance either. After all, for the most part its assets have been seen before. In particular, the way the game's main sprite moves looks like nothing so much as *Prince Of Persia*, while rotating Mode 7 screens have been seen all over the place.

That said, though, they've never been combined as they are here – in *Septentrion*, the Mode 7 rotation isn't just a graphical thrill, but an integral part of the gameplay. We're meant to be in a capsized ship, you see, and the Mode 7 makes you believe it – wobbling the screen around as the ship rolls over in stomach-churning fashion. The environment it creates is utterly convincing.

The game doesn't just take its location from disaster movies, either. The storyline, too, is very *Poseidon Adventure* – just like being on the set of a disaster movie, in fact. And while the simple graphics and animation won't impress everyone too much at first, the constant bobbing up and down of the screen, and the rotation of the body-strewn corridors and staircases, creates a forboding, atmospheric and genuinely scary atmosphere in time. The impression is heightened further by the great musical score that plays in the background.

So how does the plot work? Well, it's impressive. Admittedly, we haven't grasped the finer details of the story (as most of the text is Japanese), but there are four different characters to choose from, which effectively gives the game four parallel sub-plots and different endings, too. While it would be unfair to skip too lightly over the Japanese text problem – working out what's going on *is* hard, so we couldn't truly recommend the game until (if?) an English language version appears – this is a very absorbing game. I still haven't managed to escape from it yet!

The biggest problem lies with the conversations between your character and the other survivors. They're simple enough (with only one button used), but the passengers' responses are unintelligible and you can't help feeling you'd have more fun if you knew exactly what everyone was on about. For example, in one section of the ship I came across a couple of passengers trapped in a lift. Unfortunately, they couldn't be freed because I hadn't got a clue what what they were on about, or what action to take as a result. Of course, they were probably saying something like 'Help! Get us out of this lift!', but there must have been other clues too, and I wish I could understand the whole thing better.

So, where does that leave us? Well, *Septentrion*'s without doubt a smart game – but perhaps not one for the casual gamer, with a lot of its appeal generated by the atmosphere. And it's definitely one for the more adventurous in its Japanese form. Certainly, with four different characters and a huge ship to explore, its lastability is assured – despite its problems, it's the one game I've played more than anything else this month (sadly arriving too late to be included in the Hot List). I recommend it, but I think it's better to wait for a translated version, which would improve the game's appeal tenfold. Unfortunately, we all know how long those can take to appear...

● Jason Brookes

GRAPHICS	SOUND	GAMEPLAY
80%	87%	89%
GAMELIFE	OVERALL SCORE:	
88%		88%

VERDICT: 'Original' isn't a word you can chuck around liberally when talking about most Super Nintendo games, but *Septentrion* really is. In fact, despite its inspiration, buying this would be no 'disaster.'(*Utterly hopeless – Ed.*) BUT! Only if you can put up with the Japanese text.

Thanks to Console Concepts, (0782) 712759, for the loan of this cart.

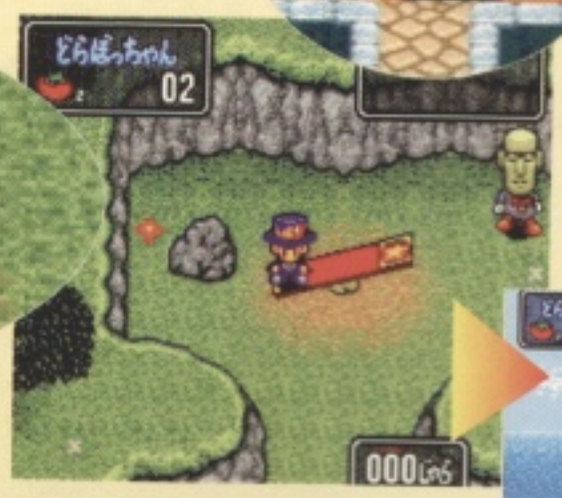
DRACULA KID

Imagine *Zelda* with the main character dressed as Dracula, and baddies looking like garlic bulbs. Now add some Japanese text and what have you got? *Dracula Kid*!

And here's the man himself. He's not a new creation – Red Company designed him a few years ago for a side-view platform game on the PC Engine called *Son Of Dracula* – but he is new to Naxat. The *Jaki Crush* creators obviously spotted the potential of the little chap, and snapped him up as their mascot.

Jump over the waves made in the carpet by these thingies.

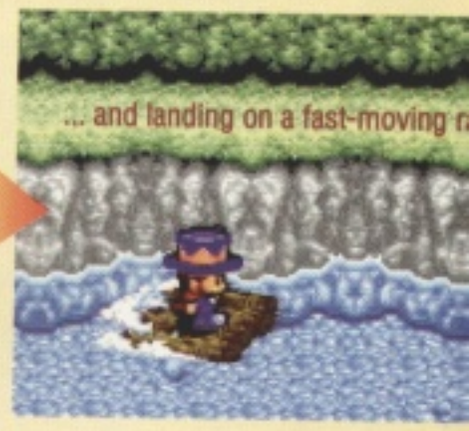
Here's Dracula Kid arriving in his neat little Drac-mobile. This chugs across the bridge, and then Drac appears and talks in Japanese to a group of strange people.



Stand on this seesaw and the rockman will jump on the other end...

... sending you right to the top of this mountain. Up there you'll have to free some balloon-suspended sheep with your hat.

A minute or so later you'll be falling from a broken bridge...



The first boss is a sort of angry staff, which chases you around the screen. Drac's spinning attack will sort it out.

Drac's adversaries are these cute bulbs of garlic. They've got awfully bad breath.

Japanese Release

Game: Dracula Kid
Publisher: Naxat
Developer: Red Company
Price: Approx. 50-£60
Release: Out now
Players: 1
Cart ROM: 8 Mbit + BB

GOOD, BAD OR UGLY?

Japanese game characters are often brilliant – we all know that – but few can match the style and humour of *Dracula Kid*. This guy really is one of the most appealing characters I've yet come across, and happily he stars in an equally attractive game too. Yes, top Japanese developers Red Company (responsible for the *PC Kid* games amongst others) have, once again, come up trumps with this one – a skilfully designed arcade adventure that all fans of cutesy Japanese games would be well advised to check out.

Yes, yes, yes, you're probably saying at this point, so he looks alright – but isn't this really just another stupid RPG, packed with Japanese text? Well no, it's not, actually. True, *Dorabotchan* (to give it its proper Japanese name) is, in structure, basically a scrolly, overhead-view action RPG – but it's one where the action bits are so prominent that even RPG-haters will find something to love here. It's slick, too. Take the scrolling for example – it moves beautifully smoothly as soon as you take control of the character, and has a wonderful inertial feel to it, with the background keeping up with Dracula Kid at all times. The graphics are pretty smart throughout the game, too. They don't use thousands of colours or include any gob-smacking effects, but they're very cute, and irresistibly wacky and Japanese. And *Dracula Kid* has some quite nice visual jokes in it, too.

Best of all, though, the whole thing has a great feeling of discovery to it. You can just wander about the place killing baddies aimlessly if you like, but you'll never get bored – new things to see and do crop up too often for that. The way the game unfolds when you first play it – revealing just enough to get you into it, while never giving too much away – is marvellous.

Now don't get me wrong – this one won't be to everyone's taste (it's too much of an oddball for that), but fans of things like *Legend Of The Mystical Ninja* and *Kikikaikai* will love it. Seen more as a cute arcade adventure than an RPG, it's almost perfect, but be warned – it might take some tracking down on import.

● Jason Brookes

GRAPHICS	SOUND	GAMEPLAY
84%	91%	88%
GAMELIFE	OVERALL SCORE:	
75%		82%

VERDICT: There's Japanese text, but not enough to prevent some serious enjoyment, in this imaginative and ultra-cute adventure. Hunt it down!

GP-1

US Release

Game: GP-1
Publisher: Atlus
Developer: In-house
Price: TBA
Release: August
Players: 1 or 2 simultaneously
Cart ROM: 8 Mbit

You'd be forgiven for not immediately guessing from the title that this one's a motorbike racing game. But it is.

GP-1 **is a motorbike racing game, so there are lots of motorbikes and a racetrack in it. Look – here they all are now. And you see that thing up there in the top left? That's your speedometer, that is.**

You lean over on the bends until your knee is just millimetres away from the tarmac, which rushes beneath at speeds approaching 200mph. (Probably.)

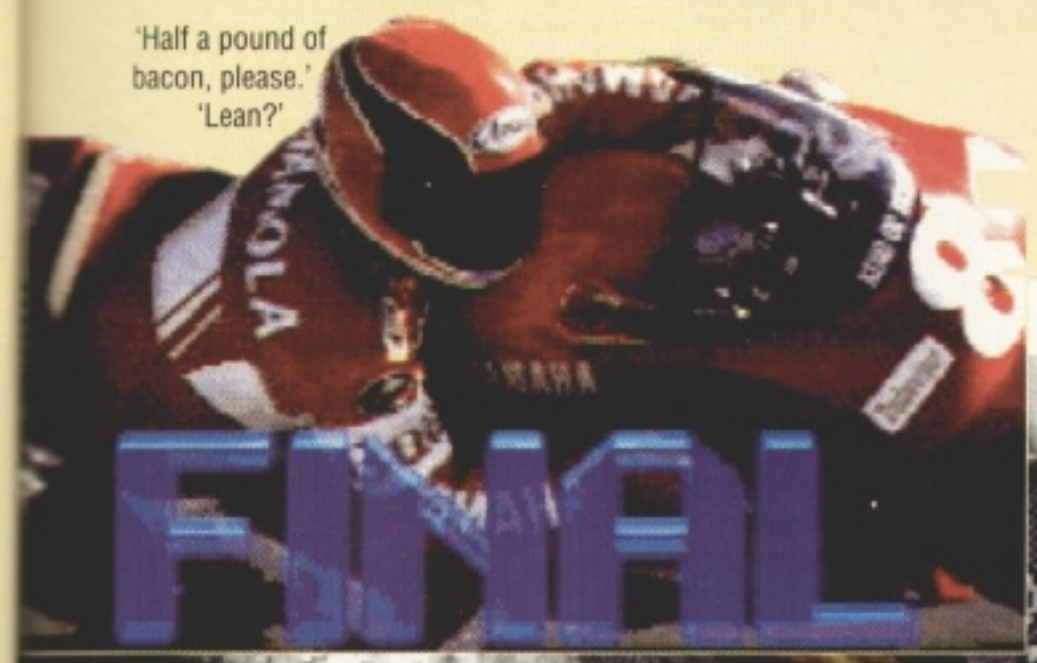
Oh no! We've pushed it too far! Man and bike go spinning onto the grass.

There is a split-screen two-player mode, and here's the evidence. But it only works in a simple two-bike race, unfortunately, and not a full grand prix. (Our guess is that the game started slowing down when they introduced more bikes into it.)

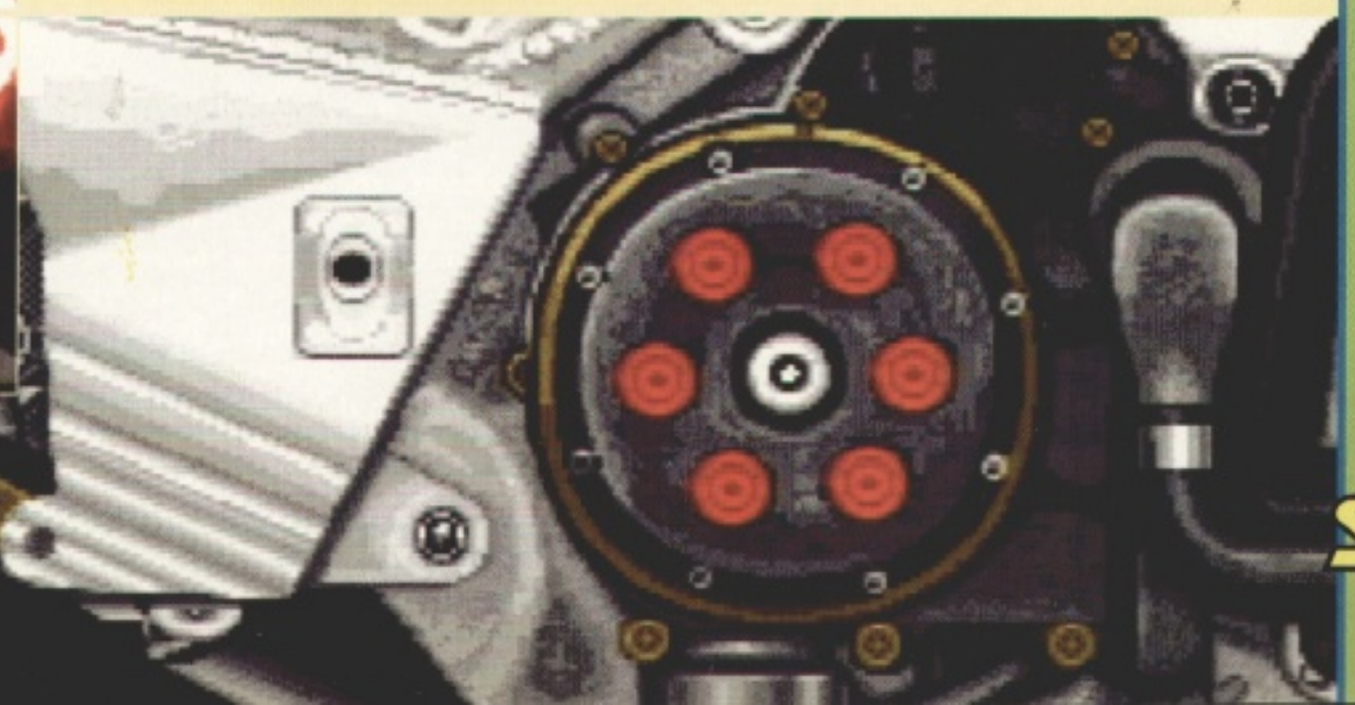
You've got a choice of bikes...

...and a choice of mechanics too.

'Half a pound of bacon, please.'
'Lean?'



FINAL



A sewage processing plant? A photocopier under repair? A close-up of C3PO's armpit? Answers on a postcard etc.

GOOD, BAD OR UGLY?

Do we really need another Mode 7 racing game? (Especially one with motorbikes in.) I'm not sure, especially if it's as non-eventful as this one. The basic foundations of the thing are solid enough, but too little happens in it to make it worth seriously considering.

As I said, the foundations are solid enough. It looks a bit like *Aguri Suzuki* at first glance, although the scrolling is smoother and you get more advance warning of corners (though you do still have to rely on the little arrows that pop up rather too much for comfort). The bikes look pretty good going round the track as well. And their handling's well up to scratch, although it seems a bit crap the way your bike will only lean over a little bit on straights, and suddenly goes 'whoomph' right over onto its side on sharp corners. (I know you wouldn't actually *want* it to lean over on its side on straights, but it'd feel more realistic if the option was there.) And the difficulty is about right, giving races a suitably competitive feel.

But that's about it. There's not much else to it.

One thing that's particularly daft is that, although there's a split-screen two-player option, it doesn't work in grand prix mode – you can only do head to head races with it, and those are pretty dull. Also missing is any scenery. Even on the Japanese course, which runs in a figure-of-eight, there are no tunnels and bridges. The overall feeling is one of 'nice, but so what?'.

Oddly, though, this is the only motorbike racing game I can think of on the Super Nintendo, so if that's what you're after you're not going to have much choice. Relax your requirements to embrace cars, however, and there are plenty of more exciting, more involving racing games to choose from – *Human Grand Prix*, *Nigel Mansell* and so on. Compared to them, *GP-1* is quite a way back on the grid.

● Jonathan Davies

GRAPHICS	SOUND	GAMEPLAY
70%	60%	69%
GAMELIFE	OVERALL SCORE:	62%
55%		

VERDICT: **A no-frills motorbike racing game that could really do with some. Frills, that is.**

DORAEMON
WORLD OF FAIRIES

Wandering through the town, you'll want to natter with the population a bit. Er, in Japanese.

The game starts off with this fairy magicking Doraemon into Fairy World.

The vast bulk of the game consists of platform-hopping through sparsely populated but quite nice looking levels, like this.

Japanese Release

Game: Doraemon: World Of Fairies
Publisher: Epoch
Price: Approx. £60
Cart ROM: 8 Mbit

GOOD, BAD OR UGLY?

What kind of a name's that for a game? Well, the main character's called *Doraemon*, so that explains that bit. He's a cat, he's blue, he's got a propeller on his head, he wears a sort of wetsuit, and he's a top comic character in (you guessed it) Japan. And, from what we can decipher of the intro sequence and its attendant Japanese text, he's been somehow sucked into a world of fairies. So there we are.

The action consists of RPG-style wandering around a map, interspersed with platform bits. The graphics are clean, if uninspired, and Doraemon himself is suitably cute. And the music's all right, too.

But, inevitably, there's so much Japanese text in it that working out what's going on is nigh on impossible. Progressing from one bit to the next is a matter of luck, and it's always a huge relief when you make it through another negotiating-with-the-characters-on-the-over head-view-section bit and into the relative clear of the platform side of things. But even so, you get the feeling that, even if it was possible to work out what was going on, there still wouldn't be a lot to hold your attention. In fact, why are we reviewing this? (*I'm not sure – Ed.*) Oh dear.

● Jonathan Davies

GRAPHICS	SOUND
70%	74%
GAMEPLAY	GAMELIFE
55%	59%
OVERALL SCORE:	56%

SUPER BLACK BASS

You can row your boat into any area you want. Be it deep or shallow water (see indicator at bottom of pic), or full of weeds or rocks.

Here's one I caught earlier...

You can choose the type and even the colour of the lure you want to use. Now we're really bassin': Er...

Japanese Release

Game: Super Black Bass
Publisher: Hot B
Price: Approx. £50-£60
Cart ROM: 8 Mbit

Check out the weather conditions, and how many bass you need to catch to move on.

GOOD, BAD OR UGLY?

I don't understand how anyone could enjoy fishing, unless you count the bit where the fish are barbecued and eaten. Sitting for hours in a boat on a drizzly day, nibbling cheese sarnies and sipping tea from a thermos, is *not* my idea of a good time. At least playing at fishing on your SNES you can sit inside, so I was prepared to shrug off any doubts and look at *Black Bass* with an unbiased eye.

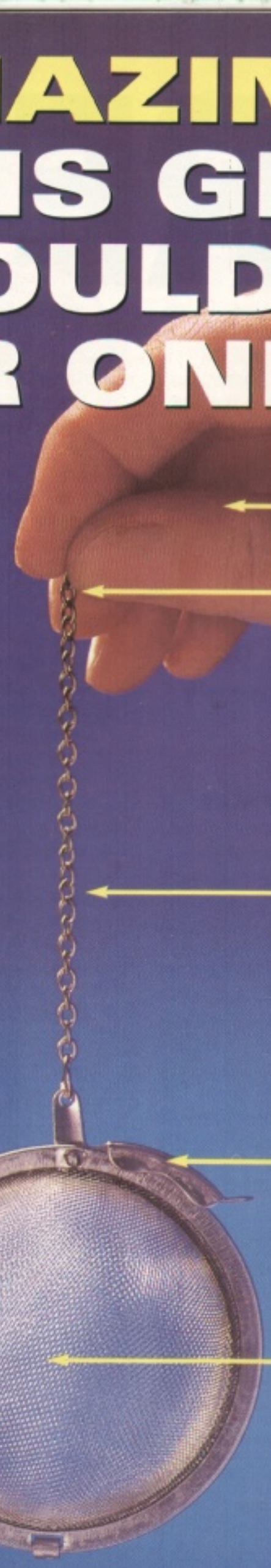
So, what's it like? Well, as a fishing game it does just what you'd expect. You've got several baits to choose from, and you can vary the direction and distance of your casting, etc. You can move your boat to find deep water, weeds and rocks to try your luck in, and there're different tournaments and stuff to compete in. The sound is weird, though, with a constant wave noise and a strange high pitched whistle dominating the thing. I'd have liked some music to listen to while I was waiting for the fish to bite. And it can be a very long wait.

And that's what it all boils down to in the end really – whether you've got the patience for this sort of thing.

● Sue Grant

GRAPHICS	SOUND	GAMEPLAY
45%	25%	55%
GAMELIFE	OVERALL SCORE:	42%
40%		

AMAZING TEA EGG!
THIS GREAT THING COULD BE YOURS FOR ONLY £1.95!



Hand. Sold separately.

High quality metal alloy handle. Firmly grasping this will facilitate easy retrieval of your tea. However, it isn't designed to keep you in touch with the fast-moving videogames scene.

Finely tooled, stainless steel chain. Available in gold, pig-iron and copper-look. Even the heaviest tea portions will fail to break this high quality linkage. But it can't tell you about the new Mario movie, the very latest games in the arcades, and it has never interviewed Bob Hoskins.

Easy tea insertion/removal clip. Computer designed to allow rapid tea removal and insertion for your enhanced drinking pleasure. But be aware – utilising this feature will not tell you how to complete Battletoads, Superfrog, Tiny Toons and Jungle Strike.

Finest mesh. The close weave ensures only the flavour fills your cup. Designed by Swedes, the mesh retains even the smallest tea particles within. With no rust guaranteed*. But the mesh doesn't preview ALL the biggest videogames.

Manufacturers note: this product does not come with a Comet Discount Card or a GamesMaster window sticker either.

* No-rust guarantee is for 1 week only.

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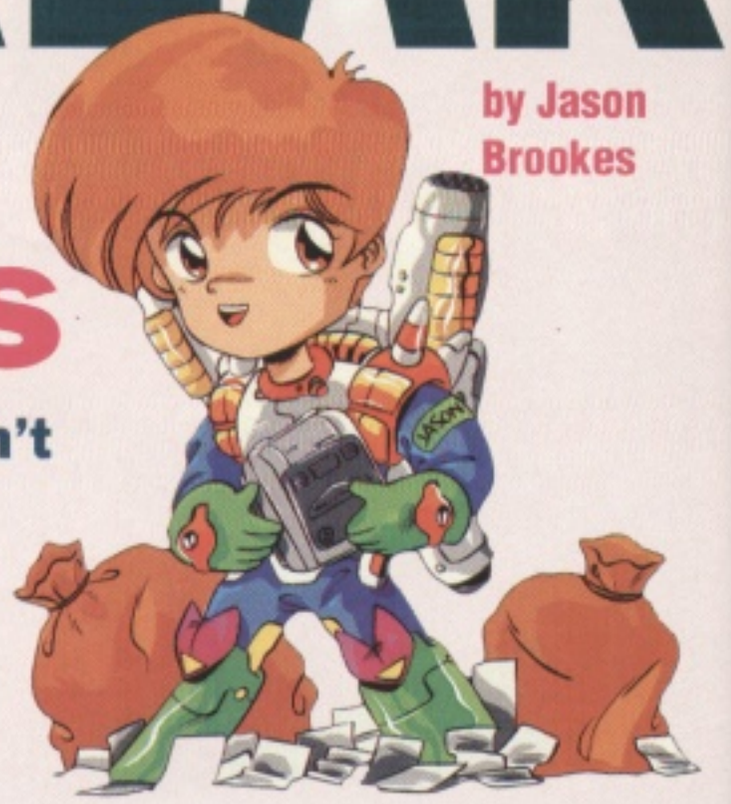
It's packed with reviews, tips, previews and jolly laughs for all the family. And it makes great coffee.

GAMEFREAK

SNES TECH & GAMING ANSWERS

by Jason Brookes



You're a confused and frustrated bunch at heart, aren't you? This whole Super Nintendo business gets a bit complicated at times, doesn't it? Luckily, the Gamefreak knows this, and has deigned, once again, to help you out. Game advice doesn't get much more expert than this...

Super Rockman, due for SFC soon.

DEAR GAMEFREAK,
1) Do you know if *Pop'n Twinbee* will ever be released 'officially' in the UK?
2) Also, can you tell me when Capcom's *Super Mega Man* will be released in Japan, the US and the UK?
3) Will *Kid Icarus* (the NES game) ever be converted to the SNES?
Francis O'Donnell, Peterborough.

1) It's due in August, and that's 'official'.
2) *Super Rockman* (that's the Japanese title) will be available in Japan sometime this year, but we've got no specific dates as yet. It's likely to arrive around October, though – a popular slot for big games like these.
3) Nope, sorry.

DEAR GAMEFREAK,
1) Will *Street Fighter II Turbo* have improved graphics over normal *SFII*?
2) Will *SFII Turbo* be on a 32 Mbit cartridge?
3) How will the SNES handle the game's speed?

Excited at the thought of *SFII Turbo* on the Super NES? Or are you simply frustrated at having to fork out loads more dosh for an improved version?

4) Will the existing *SFII* Action Replay/Game Genie codes work on *SFII Turbo*?
5) In a magazine I saw a 60Hz PAL SNES (US) that works on *any* TV at full-speed and full-screen. Is this true?
6) Would I get a full-screen and full-speed pic with a Fire PAL convertor on my 60Hz PAL TV?
Marc Owen, Surrey.

1) Yes, it's looking even nicer than the first game (see our giant preview feature on the game last month for details).
2) No. As reported last month, it'll be coming out on a 20 meg cartridge.
3) The Action Replay and Game Genie speed-up codes show that the machine has no problems running the game at twice the original's speed, never mind at *Turbo* speed. We can't see any problem with this.
4) I doubt it, but there will be new codes for you to muck around with.
5) It will only work on a TV that can detect a 60Hz picture.
6) Yes.

DEAR GAMEFREAK,
1) When will *Street Fighter II Turbo* be released in the US and UK, and will it be an upgrade for the existing game?
2) What exactly is *Masters Of Monsters*, as mentioned in the Capcom interview in issue 6?
3) When will *Final Fight 2* be released in the UK, and will it be better than *Streets Of Rage 2*?
4) Will Nintendo/Argonaut be releasing any more Super FX games like a flight sim or F1 racing game? If so, do you know if they'll be released before Christmas?
5) Can you tell me if any of these games will be appearing on the SNES or SNES CD ROM: *Castlevania V*, *Axelay 2*, *Zelda IV*, *F-Zero 2* or *Mario V*?
6) When is the CD ROM arriving on UK soil?
7) When will a decent two-player F1 game be released?
8) Is Capcom or Konami releasing an American football or ice hockey game?
9) When will *Striker* and

DEAR GAMEFREAK,
1) I am a dedicated RPG fan, and I would like to know if *Dorabotchan*, *Dragon Quest V* and *Final Fantasy V* will be available for the UK Super Nintendo?
2) Is *Final Fantasy: Mystic Quest* too easy?
3) Does the Nintendo mouse work with *Lemmings* or *Zelda III*?
4) Do you know if *Ys I*, *II* or *IV* will ever get released on the UK SNES?
5) Is it true that the Nintendo CD ROM could only cost £150?
6) Will *Rolo To The Rescue* ever be released on the Super NES?
Keith Domican, Eire.

1) As explained in last month's Fantasy Quest, *Final Fantasy V* (to be called *Final Fantasy III* in the States and Europe) and *Dragon Quest V* (to be called *Dragon Warrior V*) won't be appearing until next year.
2) It has its tricky bits, but it's not a huge RPG.
3) No, but see Super Express for the full list of mouse-compatible games.
4) The third instalment, *Wanderers From Ys*, hasn't even made it over here yet (it's out in Japan and the US), so it's too soon to say whether the fourth game will be coming as well. (For details on the game, check out the Super Famicom version in this month's Fantasy Quest.) As for the first two, you'll have to get yourself a PC Engine Duo if you're desperate to play them (they come together on one CD, so they shouldn't break the bank).
5) By the time Nintendo release their CD system in the UK, Sega will have probably slashed the price of their Mega CD to under £200, and possibly even released the redesigned Mega CD 2 (which is cheaper still) to prevent their unit looking old hat. Nintendo will price their system competitively, but will probably satisfy the immediate demand (ie the people who are desperate for the system) at a higher introductory price, as they did with the Super Niontendo when it was introduced. This is a common pricing strategy, enabling maximum profits to be creamed off these so-called 'guaranteed' sales.
6) No, apparently not.

***Masters Of Monsters* – see CES report for more details.**

***Sensible Soccer* be released in the UK?**
10) Why does a 3Mhz Super NES run faster games than a 12Mhz PC?
11) Is the Mega CD Mode 7 better than the the Super NES?
Michael Hayes, Coventry.
1) Capcom will release it in the States in September (at the same time as the Mega Drive *Champion Edition*), and in the UK before October. And no, it won't be an upgrade, but a completely new cartridge. (In other words, you'll have to pay full whack for it – something that's annoyed quite a few of you.)
2) It's like a wargame, but fought by monsters.
3) We've got a review this ish, so judge from that whether you think it's better than *Streets Of Rage 2*. Expect an October UK release. And, not really.
4) Look at the CES report in this issue for details.
5) None of the games you mention have been announced at the time of writing, but, again, look at our CES report for possible announcements.
6) It won't be here before next year, and won't include either the Super FX or a DSP chip. Instead, the unit's 32-bit processor will handle everything these chips do in cartridge games.
7) UBI Soft are releasing the fab two-player racing game *Human Grand Prix* (reviewed in issue 4) in the UK in September, under the title *F1 Pole Position*. Because *Human Grand Prix* was such a tricky one to get to grips with, UBI Soft are changing the controls to make it more playable. Let's hope they keep in the original arrangement too, though – it might have been tricky, but it certainly gave the game an original feel.
8) Both Capcom and Konami have American football games in the pipeline. Capcom's is called *MVP Football*, and is due soon, while Konami's *NFL Football* has been shelved for the time being.
9) *Striker*'s due in August (see review this issue) and *Sensible Soccer*'s going to be nearer the Fall... (Er, sorry – Autumn.)
10) The Super Nintendo has a very fast video processor running at around 22MHz, and both sprites and scrolling are hardware-supported so they can be shifted smoothly at high speeds (50 frames a second). Even a PC running faster than 12MHz has trouble scrolling smoothly or moving sprites, because these are processor-heavy tasks unsuited to the hardware.
11) The Mega CD can scale and rotate sprites (a feature the SNES lacks), but it doesn't include screen scaling and rotation. It can be done though, as the forthcoming *Thunderhawk* proves.

DEAR GAMEFREAK,
1) Which is better: *Actraiser* or *Soul Blazer*?
2) What's the next best racing game after *F-Zero* and *Mario Kart*?
3) After Nintendo releases the CD ROM, will they,

Enix's *Soul Blazer* has proved popular on import, but is it as good as *Actraiser*?

and other big companies, stop making quality games for the normal Super Nintendo?
4) When will the Super Multitap be released in the UK?
Scott Fairbairn, London.
1) Both games are good-looking, but *Soul Blazer* is far bigger and trickier to complete. However, action fans will prefer *Actraiser* for the side-on platform bits (and it's got brilliant music too).
2) Both *Exhaust Heat II* and *Nigel Mansell F1 Challenge* are excellent, (but very different) games.
3) No – the release of a CD ROM might slow down the number of cartridges that come out, but it's always going to be the main format.
4) Hudson Soft are hoping to get the unit on the market in the Summer. Stay tuned.

Trimmings

I own a 60Hz SCART Super Famicom, so playing *SFII* is a dream, but on my friend's UK SNES it's terribly slow. Will *SFII Turbo* be sped up to match its Japanese and US counterparts? Is it possible for programmers to speed up games for the British 50Hz system?
Stuart Pearce, West Sussex.
It's possible, but whether Capcom will speed up *SFII Turbo* we don't know. Remember – the game isn't even available in Japan yet.

My friend owns a UK SNES, but when I lent my Japanese control pad to him, it didn't work. Why? However, when I borrowed his UK SN ProPad, it worked on my Japanese machine. Again, why?
A bunch of *SFII* fans, address unknown.
Many foreign joypads don't work on the UK SNES, but all UK ones work fine on imported machines. Life's like that sometimes, isn't it?

I have an American SNES and a Commodore 1084S monitor with an RGB input, but the picture jumps about as soon as a game is unpaused. Is it possible to connect my SNES to it without this happening?
D Ditchburn, Tyne and Wear.
A US SNES will connect through the SCART socket on a 1084S, but won't display the 60Hz picture (full-screen, full-speed) if it's an older model. As for the picture jumping about, there's no way your monitor could detect whether it was paused or not, so it sounds like it's your SNES that's to blame. Try it on another 60Hz TV or monitor, and then you'll know for sure.

WHO KNOWS EVERYTHING?

That chap on the other page, that's who. Gamefreak's his name and... er, nature, come to think of it. If it's a SNES-related problem you've got, send it to: Gamefreak, *Super Play*, Future Publishing, 30 Monmouth Street, Bath BA1 2BW.
If it's sensible, we'll print you an answer as quickly as we can.

NEW COLUMN!

DAYDREAMING

What sort of game would *you* most like to see on the Super NES, in the whole wide world? It's time to let your imagination run free...

First up, Andrew McArthur from Blackpool:
'My dream would be a collection of sports games on the CD ROM. The collection would be called *Mario Sports*, and would have tennis, baseball, rugby and wrestling bits too. All the characters would be from *Mario IV*, and the different events would be held in the different worlds in *Mario*, such as rugby played on Chocolate Island, etc.'

Next, Ian Trushell from Humberside:
'I crave for the day when 8-bit classics like *Rebel Star Raiders* or *Laser Squad* put in an appearance on the Super NES. Hundreds of different missions, great Mode 7 graphics and atmospheric music would really make my day!'

Paul and Kevin Robinson from Suffolk have a more grandiose suggestion:
'My brother and I have thought up this idea for a two-player Super Scope game. One of you plays a robot, while the other is a human. Two Super Scopes are needed, and the game would be a split-screen head-to-head shoot-'em-up, where you fly around planets' surfaces, trying to blow off parts of your opponent's body...'
Two Super Scopes? It's hard enough trying to think of how to get rid of one of the things...

Bryan Davies from Scotland reckons:
'I'd like to see *Mario Fighter*, where you control one of eight...' (Snip!.)
Thanks, but I think we know the rest.

Colin Chan's made us laugh:
'I had this great idea for a beat-'em-up game when I was watching my cats fighting. They looked like they were doing moves from *Street Fighter II*, so I did a picture (see above right) to capture the moment.'
We tried setting Neko alight but he was all damp and soggy from sitting outside in the rain. He flew across the room quite well though (with a bit of help). (*This is meant to be a joke, by the way – don't try it at home with your own cats! – Ed.*)

Shoryukitten! *Cat Fighter II*, courtesy of Colin Chan.

Right, I've had enough of this. Here's my go:
I fancy seeing something called *Super Mario Flight Club*, which would be a sort of cross between *Mario Kart* and *Pilotwings*. It would have a split-screen viewpoint, fancy Mode 7 graphics, and Mario, Yoshi and chums flying around in cute planes, shooting each other with shells and doing acrobatics etc. Brilliant, eh? I win.

See how easy it is? Send your best game ideas to the usual Gamefreak address, and we'll think about printing 'em. (And the fewer with *Fighter* in the title, the better. Okay?)

MODE 7

By Dan Jevons

CALLING ALL CHEATS, CRACKERS, AND GAME FREAKS!

Gather round. Welcome once again to another cheatmongously tiptastic edition of *Super Play*'s Mode 7 – chock-a-block with the galaxies greatest gaming goodies. (Or something like that.)

The big difference this month is that Mode 7 is now the sole preserve of me, Dan Jevons – perhaps Britain's biggest Capcom fan, and all round gamefreak. I have to say that I'm a little disappointed by the tips from you lot this month – let's see a few more NEW ones, eh? – but, that said, even the tiniest snippet of precious advice could gain you a mention in these hallowed pages, AND win you a highly coveted *Super Play* pen or T-shirt, sought after the world over by all serious games players. The address to write to is: Mode 7, *Super Play*, Future Publishing, 30 Monmouth Street, Bath BA1 2BW.

SUPER TETRIS 2 + BOMBLISS
(Bullet-Proof Software)

- **EXTENDED LEVEL SELECT**

So you think you're good at this offensively addictive little game? Well, do you? Then try this: Choose *Tetris 2* type A and move the level up to 20. Then on pad two, press L, R and SELECT and you can now push the level up to the harder-than-concrete SP9. More than a match for you mere mortals out there.

Thanks to James Wrightman of Coventry for that. A super *Super Play* pen is winging its way to you right now. (Erm, soon anyway.)

Think you're rock hard? Try your luck at *Tetris* with our cheat and think again.

STREET FIGHTER II
(Capcom)

- **ZANGIEF'S SPINNING PILE DRIVER**
- **HEAR THE END CREDITS TUNE**

It seems a lot of people still can't get Zangief's Spinning Pile Driver to work, so here's how it's done: When an opponent is within Zangief's considerable grasp range, rotate the pad through 315 degrees (Not 360 degrees, as other magazines have said!), and press any punch button. It is imperative that you do not end up in the same direction that you started with – ie, if you were going to do an anti-clockwise SPD starting with LEFT (how I always do it), you would rotate the pad quickly round and press a punch button *as you arrive* at diagonal UP/LEFT. The whole movement should take about half a second.

Normally in *Street Fighter II* the groovy credits musak can't be accessed, but by simply inputting the now infamous player vs player code (DOWN, L, UP, R, Y, B, X, A, on the Capcom logo screen), going to the music test and selecting tune number 30, it's yours for the listening! A pat on the back goes to Jonathan Holmes of Essex for that enlightening bit of info.

Okay, where did he go? Ken outwits Blanka in *that* game.

Methinks Zangief should try his Spinning Pile Driver about now.

ASK ALLAN

INVALUABLE MONTHLY GAMING ADVICE

Ask Ade has died a bit of a death. Welcome instead to Ask Allan, where the winner of the National Computer Games Championship 1992, Allan Brett, steps into Adrian's shoes, bringing his considerable gaming skills and extensive knowledge of the machine to bear on your problems. Take it away, Allan...

READERS' SOLUTIONS

These old questions, which quite baffled Ade, my predecessor, have thankfully been solved by some of the top gameplayers amongst you...

● Ray Coopers' *Soul Blazer* problem, issue 8

If you remember, Ray couldn't find Emblem G in Dr Leo's lab. Happily J Bull and Bryan Blunt both knew the answer, which is: You must go to the cupboard which gave you the mystic armour (first floor), and push it from the right-hand side. Thanks, guys!

● Michael Bourne's *Xandra's Big Adventure* problem, issue 8

Mike was stuck on the level where the Princess starts crying and you get swept away by water. Well, here's a code to bypass that bit: DROP, SNAKE, MOON, LEAF, LEAF, LEAF, MOON, BLOCK, BLOCK, BLOCK, MOON, SKULL, HEART, LEAF, SKULL, LEAF. Thanks to Andrew Nutton.

QUESTIONS ANSWERED

● Dear Allan,
Please can you give me some cheats for *Push-Over*?
Robert Hill, Bedworth.

Allan says:
Glad to, Robert. Try 22046 for level 50 or 44543 for the final level.

● Dear Allan,
I have heard that there is a cheat to control the bosses on *Fatal Fury*. Is this true?
Anon.

Allan says:
There isn't a cheat as such, but the nearest alternative is to be player two on 'Street Fight' mode and push DOWN when asked to choose a character.

● Dear Allan,
Is there any way to coerce my people into building bridges in Northwall in *Actraiser*?
R Morris, Gravesend.

Allan says:
Make sure you have melted the snow by the rivers, making sure that your town has developed sufficiently for your people to learn this skill.

● Dear Allan,
I'm having trouble with *Lemmings*: Tricky level 26; Taxing level 10; and Mayhem level 5. Any tips or Action Replay codes?
John Chan, Sydney, Australia.

Allan says:
Yes actually, the codes for Tricky 27, Taxing 10 and Mayhem 5 are XPPBQWL, WRFVJDL and RQXNVNP respectively.

As for Action Replay codes, try 7E00 9?0X. Replace ? with the number to choose the attribute, and replace X with a number to choose the number of this attribute that you'll start the level with. (Got that?)

● Dear Allan,
I'm really stuck on *Prince Of Persia*, level 10. Can you help?
Chris Owen, Grimsby.

Allan says:
Not any more – here's a code for level 11: EJW2C3W.

● Dear Allan,
We can't get very far on the 150cc *Mario*

THE ADDAMS FAMILY
(Ocean)

- **STEAL GOMEZ'S POWER-UP**

So what if this game has been tipped to death – here's another one! Watch the demo until Gomez picks up a power-up, then quickly start a game – lo and behold, you'll begin with the power he had!

Nick Gomez's power-up before you even start to play the game.

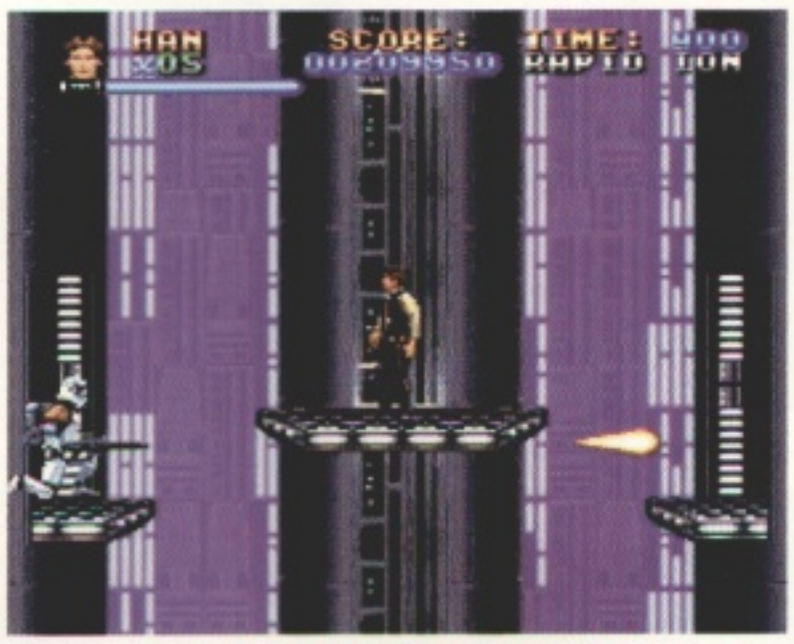
SUPER STAR WARS
(JVC/LucasArts)

- **DEBUG MODE**
- **INVINCIBILITY**
- **INSTANT CHARACTER SELECT**
- **LEVEL SELECT**
- **INSTANT LEVEL COMPLETION**

Loads of people sent in this mind-blower of a tip for what must rank as the best film licence ever, but Steven Bagely of Redditch's letter got here first, so he's the one getting all the credit. Oh, and it only works on the US or UK versions, so Japanese players need not apply.

On the title screen (when the option/start message appears) enter this code: AAAA, X, BBBB, Y, XXXX, A, YYYY, B and you should hear a Jawa yell. When you start the game you can then select from all three characters straight away. But that's not where the fun ends! As you play try some of these:

- Press L and R on controller two for the game debug menu. You can select your gun *and* change the layout of the level.
- Press Y, B, X, A, and SELECT all together and some X/Y co-ordinates should appear next to your character. You're now invincible.
- Press START on controller two and you'll advance to the next level.



Fancy using Han earlier in the game than this? You can with our cheat!

Bored with normal *Dragon Ball Z*? Then let our cheat add spice!

DRAGON BALL Z
(Bandai)

- **SELECT ALL CHARACTERS**

According to Joseph Lee of Cheshire, to obtain a sort of Champion Edition, switch on the game and wait until all the Japanese speech is over. Then hold down all the buttons (L, R, Y, B, X, A) on joypad one and make a circular motion continually until you hear a jingle informing you that you can now fight the same characters. But don't let go of those buttons! Oh no! Keep them held down and do another circle until you hear some Japanese speech. You can now select the final five bosses. Wa-hey!

WAYNE'S WORLD
(THQ)

- **LEVEL SELECT**

Excellent game... Not! (Sorry, I couldn't resist) Still, if you want to pick any level on this dire THQ effort, when the spinning logo appears, hold down X, Y, B, L, and R and then press DOWN followed by UP. Before you can say schwing in Cantonese, you'll have saved Garth.

Another film conversion, this sad platform game doesn't do anything for us, but we've got a tip for you anyway.

Kart. It's driving us mad – can you help?
Bryan and Joanne, Armadale, West Lothian.

Allan says:
For a start, make sure you are using somebody fast, eg Koopa. Also try to stick to the red and white racing lines to stay tight on corners. Finally, remember that one mistake can cost you the race. (Not very helpful, I know.)

- Dear Allan,
In *Zelda III* I can't find the Fire Rod. Also, can you tell me where Sword Power 4 and Shield Power 3 are?
Peter Koo, Bucks.

Allan says:
The Fire Rod is in Dark World, dungeon 3. Get Sword Power 4 by chucking your sword into the pool under the crack in the pyramid in Dark World. And Shield Power 3, can be found in Turtle Rock (dungeon 7) in Dark World. Hope all that's of use!

- Dear Allan,
I can't get out of Vanilla Dome Ghost House on (of course!) *Super Mario World*. Please help.
Cathy Adams, Luton.

Allan says:
Before you get to the door at the end of the level, you'll see three yellow blocks. Hit the middle one, and carry the switch block past the door you normally enter and drop the block near the five coins slightly further on. Now hit the switch block and the real exit door will appear.

- Dear Allan,
Could you please tell me how to get past the dash part on level two of *Tiny Toons*?
Jonathan Stephens, Sutton Maddock.

Allan says:
Certainly I can. Keeping up with the scrolling screen is rather difficult, so only jump when you're told to, as jumping slows you down. Near the end are a line of baddies, so grab the dash meter statue, then jump over the baddies and you should land and collect another statue. Another tricky bit is the final ramp. Do a smallish jump at the very end to prevent being scrolled off screen.

- Dear Allan,
Please help me! I can't seem to swoop under the gate at Cheese Bridge which leads to the second gate to Soda Lake. (*We're in* Mario World *again – Ed.*)
Melissa Sullivan, Gully Vic, Australia.

Allan says:
You're obviously going too fast. What you should do is: When you first take off, go up in a zig zag (ie switching between left and right), and once you've gone higher than the screen, push right and the screen will start scrolling very slowly. This should make swooping under the first gate easier, even if it does take longer to get there.

- Dear Allan,
Is there a secret weapon in *Super Aleste*?
Johnny Castle, London.

Allan says:
Yes. When you shoot green weapon icons for a while they turn into smart bombs. If you do this with 10 green weapon icons in a row, the super power-up should appear. But don't miss any of the power-ups or it won't work.

- Dear Allan,
Using the tip in issue 8, I have reached what looks like the end boss of *Pocky & Rocky* (*Kikikaikai*), but his lightning keeps killing me. Please help!
Lee Hockney, Cosham, Hants.

Allan says:
This is surely the hardest end boss ever devised for a video game. Assuming you can break his shield, keep firing at the statues that generate his shield, to stop them firing at you. Ignore the boss until both statues are inert. Then hit the boss hard until he starts firing lightning. Use slides to stay away from the lightning, and don't try to shoot him till he stops. Use slides to avoid the cloaks he throws at you, and don't expect him to die easily.

LOST SOULS

- Dear Allan,
I can't defeat Rimsala's second form in *Arcana*. Any ideas?
Joe Walker, Kingston-Upon-Thames.

Allan says:
Sorry mate, I haven't got a clue. But maybe someone else can help?

Out of room, we're afraid. If you can help out with our solitary Lost Soul, or you've got a game problem of your own that you're stuck with, write to Ask Allan, *Super Play*, Future Publishing Ltd, 30 Monmouth Street, Bath BA1 2BW.

STARWING
(Nintendo)

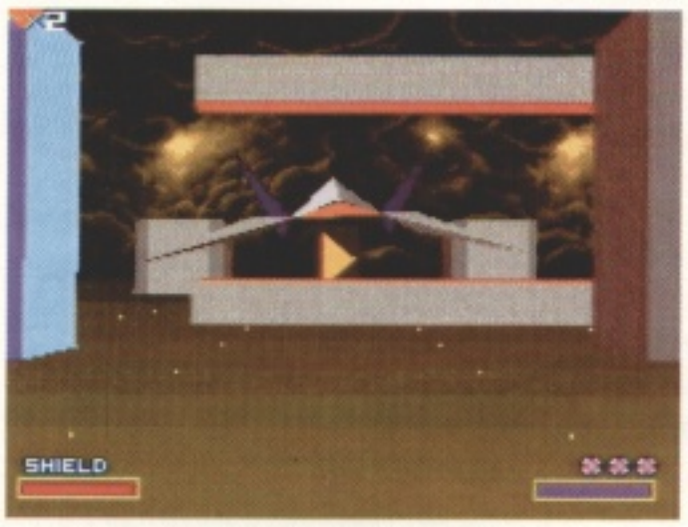
- **BLACK HOLE DESTINATIONS**
- **GET THE BIRDIE**
- **SPRITE CHECK**

Yes, yes, I know you can all get to the Black Hole already, but did you know that there are actually three possible exits from this mysterious zone. And thanks to Julian Roche we now know that they go like this:

- Gate One: Level two, sector Y.
- Gate two: Level three, sector Z.
- Gate three: Level one, Venom space battle.

If you get past the first three gates, they repeat themselves.

Also, on all the levels after Corneria, if you deliberately don't fly through the half-way energy refill ring near the end of the levels, you'll be visited by a giant bird who replenishes your health by dropping yellow energy rings. Complete the whole game without flying through any of these restart points, and you're in for a very special treat indeed.



Good for a laugh, this one. If you wish to view the enemy sprites in all their fully functioning glory, then get enough points to reach the continue option screen and simply press SELECT on the second joypad. If you feel like it you can control the direction they rotate with joypad one.

A fab game, made even fabber with these tips.

DEAD DANCE
(Jaleco)

- **PLAY AS THE BOSSES**

Despite this being only an Action Replay code, it's a bit of an exclusive, so I thought I'd pump it up a bit. On your trusty AR input: 7E0F 50**, with ** being an even number – ie, 7E0F 50(14) allows you to fight as Jado (the final muther). The code doesn't work very well in story mode, and is only usable for one player, but it does allow you to fight the same characters against each other (eg Kotono vs Kotono). The special moves for the bosses are all based on the same D-pad combinations as the four main characters, and it works so well, I reckon there must be a way to access them without using an AR. In fact, top men are working on it as I speak. Ta to Damian Thomas from the Isle Of Wight for that one.

Syoh gives Zazi a damned good kicking in *Dead Dance*.

SUPER BOMBERMAN
(Hudson Soft)

- **SHRINK ALL CHARACTERS**
- **SELECT SOUND TEST**

Remember that great little cheat in *Mario Kart* where the players can be shrunk down in size? Well, a similar thing can be achieved in *Super Bomberman* in both the one-player and battle modes. Simply enter the password on the left and select your game.

Wahey! There's even a sound test in *Super Bomberman*.

And there's more. Frustrated players desperate for a sound test in this frantic game will need a Super Multitap to get to the select screen. Plug a joypad into the fifth, unused slot in the Super Multitap and then press the R button when on the title screen. The screen shown above should then appear.

Thanks to Andy and Mark at Gametech in Manchester for these.

Miniature antics ahoy in *Super Bomberman*! Try and keep track of this little lot!

F1 EXHAUST HEAT
(Ocean/Seta)

- **CHANGE YOUR OPPONENTS' NAME**
- **OR GET A QUICK £10,000**

Let your imagination run riot and make up some daft names for your opponents, or make a quick £10,000. You choose.

Should you wish to change all your opponents names to insults (for example), then follow these very simple instructions sent in by Robert James of Nottingham. Move to your current player on the player select screen and choose the change name option. Then, using controller two, press UP or DOWN to highlight the various opponents names ready for your 'modification'. Titter.

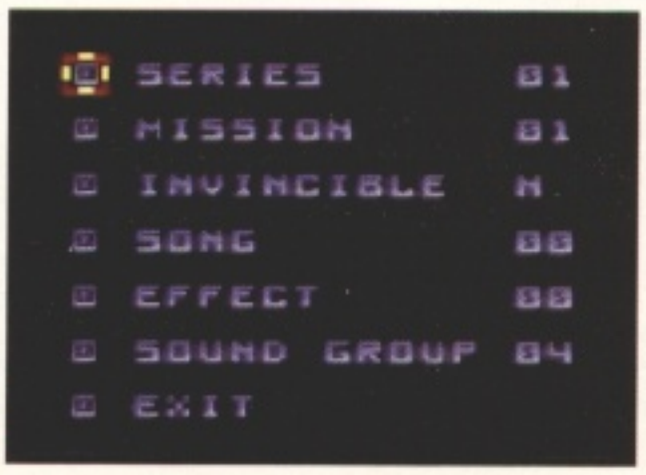
Alternatively, if you want to do something a little more useful, you could enter your name as SETAUSA to instantly gain £10,000. Easy money.

WING COMMANDER
(Mindscape)

- **STAGE SELECT**
- **INVINCIBILITY**
- **SOUND TEST**

First, go to the title screen with the start/continue option, then press in this order B, A, B, Y, B, Y, L, A, R, A and START. If you manage to pull it off (it does work, honest) you'll be confronted with a rocking hard new options screen allowing you to customise the game to your hearts delight! Three cheers for Mode 7.

To prove we're not leading you on, here's that options screen.



XANDRA'S BIG ADVENTURE

Xandra's Big Adventure doesn't look too promising when you first play it, but persevere, and you'll slowly discover a gigantic, weird and incredibly challenging platform game (one that got 88% in issue 1). Here's most of the level codes sent in by Sean Barrow...

STAGE 1

Aww, Xandra's just soooo cute.

Level 1-2

Level 1-3

Level 1-4

STAGE 2

A trident in the head soon sorts these caveman dwarves out.

Level 2-1

Level 2-2

Level 2-3

STAGE 3

It's a tricky one this, because there's a question and answer puzzle bit that's extremely difficult to get past. And Sean didn't supply us with the individual level codes. Persevere, and then skip the level if necessary.

Level 3-1

STAGE 4

Phew! Thank goodness the perils of level three are over. From here on, it's straightforward, but mind-blowingly difficult platform action.

Level 4-1

Level 4-3

Level 4-4

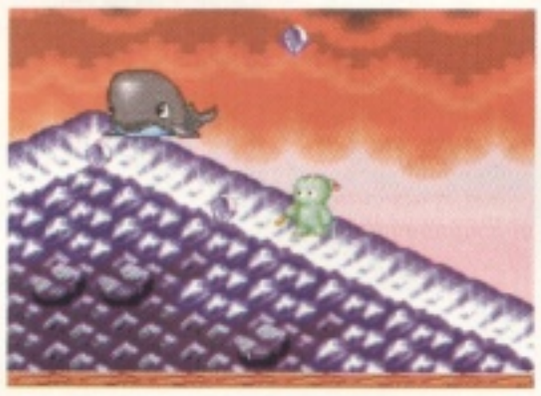
Xandra's high-speed torpedo move gets him flying up and onto this high platform.

STAGE 5

Level 5-1

Level 5-2

Level 5-3



Free the whale and then ride on its back.

Level 5-5

STAGE 6

To get the golden flute go up the tree on the far right, then go back down to the carpenter and select the second of the two text options. Hopefully, he'll now build a bridge for you to cross.

Level 6-1

STAGE 7

Weird! Xandra's own personal travelling orchestra play a few bars while he takes a breather from the action.

Level 7-1

Level 7-2

Level 7-3

STAGE 8

Get the birds in the holes, free the boxed girls, and make those flowers bloom.

Level 8-2

Level 8-3

Level 8-4

Level 8-5

Akane's spiky ball and chain affair deals Shampoo a hefty blow.

RANMA 1/2 PART TWO
(NCS Masiya)

● **SELECT ALL CHARACTERS**

If you want to play as the bosses on this very average *Street Fighter II* clone, highlight one-player game on the title screen then press UP, RIGHT, DOWN, LEFT, UP, X, SELECT and START to access all the characters.

SUPER GHOULS 'N' GHOSTS
(Capcom)

● **NICE CATCH**

Quite a pointless tip this one, but it gives me a chance to plug one of my favourite games of all time (highly underrated, in my opinion, even in this august organ – see issue 2). When collecting the key received for destroying the end-of-level bosses, jump onto it and hold UP for a quick secret message. Ace, or what?

Arthur, being controlled by Matt perhaps? He's got a fair way to go yet.

KIKIKAIKAI
(Natsume)

● **SEND YOUR PARTNER SPINNING**
● **POWER-UP**

Kikikaikai expert Raymond Chan returns this month with a couple of shorties for what must be the weirdest shoot-'em-up to date. In a two-player game, if you slide into your partner, he or she will skid off around the screen destroying anything he/she comes into contact with. Of course, this happens at the cost of your partner's energy bar, but then you don't get anywhere in this world by being nice, do you?

Also, if you hold down the SWIPE button for long enough, a strong green shield will appear around your character and you will hear a high pitched 'siren'. Let go, and depending on which character you are, you will either turn into an indestructible rock or a human spinning top! But be warned, this mutation doesn't last for long.

A couple of very weird cheats for this very weird game.

ACTION REPLAY CODES

If you haven't gathered by now, the Action Replay is a fairly sorted piece of equipment, and deserves a place in everyone's collection. Message to all hackers: Come on, I want more fun codes, not just infinite lives.

Super Probotector
7E15 1041 – Enter all three of these
7E15 1C20 codes and your player will
7E15 1A80 basically become God!
Walk along the levels and the enemy soldiers just die at your feet!

Super Mario World
7E0D C101 – Yoshi code. As soon as you pick up a Yoshi enable code, Mario will always have a blue Yoshi! Excellent stuff for us Yoshi fans.

Rampart
7E0A 5A03 – Infinite cannons
7E09 AF18 – Infinite time

Cool World
7E02 1B03 – Infinite lives

Joe And Mac 2
7E00 4202 – Infinite lives

NHLPA Hockey '93
7E13 F5FF – Reduces the computer team to six players and no goalie!

Pugsley's Scavenger Hunt
7E00 4D05 – Infinite lives
7E00 9503 – Infinite hearts

Street Fighter II
B9A0 AF04 – Allows player to change character during game by pressing SELECT
B328 B7A8 – Lets all characters perform either a fireball or sonic boom
9D23 6D67 – All moves draw blood! Great for all you sickos out there.

Our thanks to Tim Powell and Paul Sculthorpe for these Action Replay codes. They'll both be getting their very own *Super Play* pen.

REALLY? I NEVER KNEW THAT! DEPARTMENT

Two classic Really's this month, one from Adam Paul of Edinburgh who informs us that 'in *Super Mario Kart* when you eat a cake and get small, if you then eat another cake, you'll get big again'; and the other from a certain Mr Richard Castle, who says of *Street Fighter II* that 'when Sagat falls down from a tiger-upper-cut, press Strong Kick and watch his energy meter fall'. Really? Well, I never knew that.

POP'N TWINBEE
(Konami)

● **EXTRA DIFFICULTY SETTING**
● **LEVEL SELECT**

Pop'n Twinbee's a really nice game, but we were forced to mark it down a bit in issue 8 simply because it's so easy to finish. If you've bought the game, though, and fancy a bit more of a challenge, go to the options screen and enter the standard Konami cheat: UP, UP, DOWN, DOWN, LEFT, RIGHT, LEFT, RIGHT, B and A. You'll then be able to select an extra, harder, setting.

Plus! If you're now finding the game rather harder than you'd bargained for, and fancy easing the pace a bit, try this: Go to the very same options screen and enter UP, LEFT, UP, LEFT, UP, LEFT, LEFT, LEFT, RIGHT, RIGHT, RIGHT, DOWN, LEFT, DOWN, LEFT, DOWN and B. With any luck a level select option should appear, where you'll be able to choose the level you start on.

And if you want a real challenge, pick the hardest setting.

Now you can choose for yourself which level to start on.

Well that's about it. Remember, if you'd like to see more coverage of a particular game, or you just want an old tip re-printed, then send your requests to the usual Mode 7 address and we'll see what we can do. Catch you next month.

Mario Karts to be won! 20 radio-controlled Mario Karts to be won! 20 radio-controlled Mario Ka

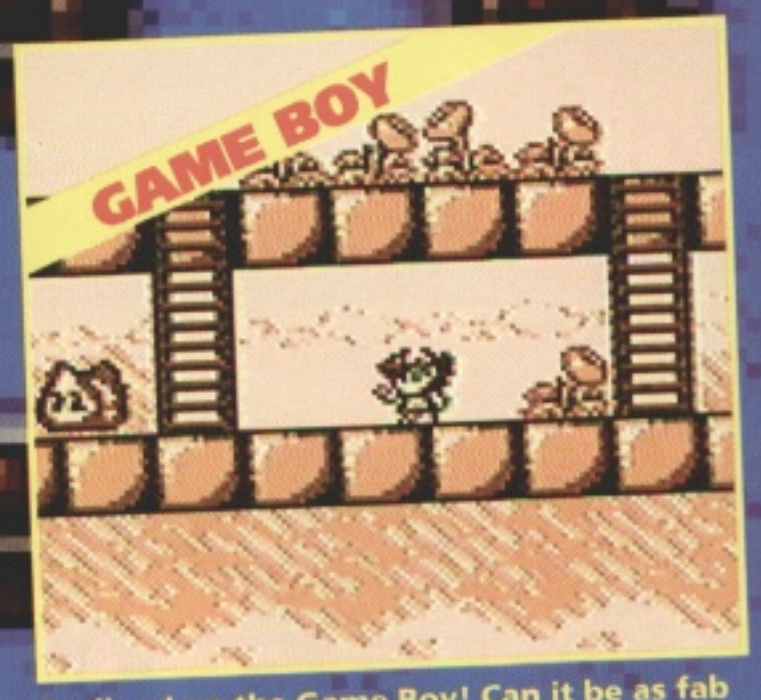
Mad bombers, big balloons and Bowser!

Fantastic laffs ahoy with our free balloon!

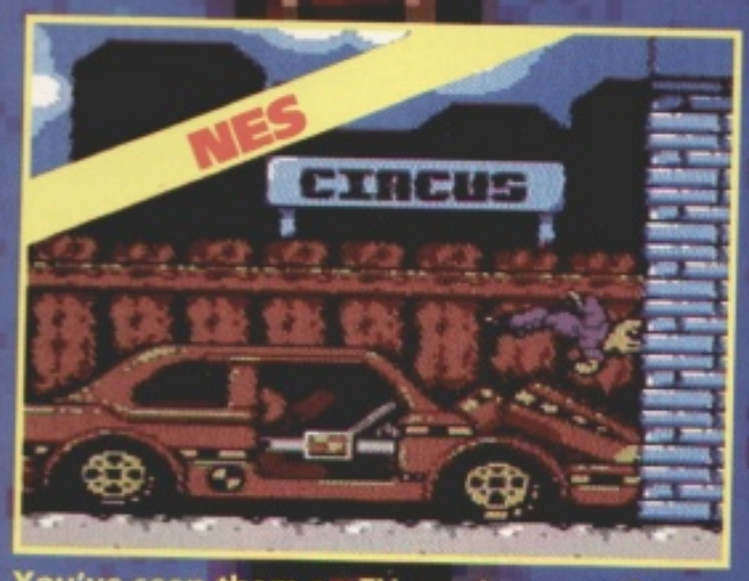
Buy four mags and you can make this amazing donkey-type thing!

Oh my gosh! This month's TOTAL is too good to be true! Check out our hot news on Street Fighter Turbo Edition (with exclusive, screenshots) and flip with excitement as you read about The Mario Compilation on Super NES. We also blow the lid on Mortal Kombat – and talk exclusively to the designers. All this and a FREE GIANT BALLOON too!

NINTENDO SUPER NES
EUROPE'S FIRST INDEPENDENT NINTENDO MAGAZINE
GAME BOY • NES
TOTAL!
STREETFIGHTER II
TURBO EDITION
EXCLUSIVE PREVIEW INSIDE!
TURN TO PAGE 7 FOR MORE DETAILS
MARIO MOVIE MADNESS!
July 1993
Issue 19
£2.25
WIN!
20 real radio-controlled Mario Karts!
FREE!
The BIGGEST freebie of all time! Eight feet of impossibly large bright yellow balloon! It's huge, it's cool and it's absolutely blimptastic!
PLUS! Mortal Kombat, WWF2, Bomber Man, Rodland, Wayne's World and over 600 Nintendo reviews!
Future



Rodland on the Game Boy! Can it be as fab as it looks? We give you the lowdown on one of the best GB platform puzzlers ever!



You've seen them on TV, you've seen them in the toy shops. Now you can play Crash Dummies on the NES! Is it any good? You'll have to read the TOTAL review to find out!

It's mindless, it's pointless and it's extremely stupid. It's Bomber Man on the Super NES and it might just be the best game ever! Read TOTAL to find out why!

SUPERSTORE!

Welcome yet again to Superstore, the page where *Super Play* gives you the opportunity to purchase essential Super Nintendo accessories at bargain prices. You just can't afford not to take advantage of these fantastic offers...

SUPER PLAY T-SHIRT

You want to be cool? You want to be in with the in crowd? You want to impress your friends? The simplest way to show them that you're got style oozing out of every pore is to buy a mega trendy *Super Play* T-shirt. A steal at...

SUPER PLAY BINDER

Don't let your precious issues of *Super Play* get torn and dirty – get hold of a binder! Each one holds 12 issues of *Super Play*, and is probably the most chic-looking magazine holder ever. Or buy two at the same time, and save!

£5.99
2 FOR £10.99

SAVE £5!

JIMMY CONNORS' PRO TENNIS TOUR

An unmissable offer is this brilliant four-player tennis game (which takes advantage of Hudson Soft's soon-to-be-available Super Multitap multi-player adaptor). *Jimmy Connors' Pro Tennis Tour* got 88% in issue 5 of *Super Play* and is one of the best tennis games on any system, with its unique controls and fabulous coaching mode. And it's a bargain at...

£39.99

SAVE £5!

QJ TOPFIGHTER

Play *Street Fighter II* the way it should be played with the QJ TopFighter. It's absolutely essential, with its arcade-style buttons, rapid fire and slow motion. It can be programmed with up to three combos too. In short, it's the business! And it's yours for only...

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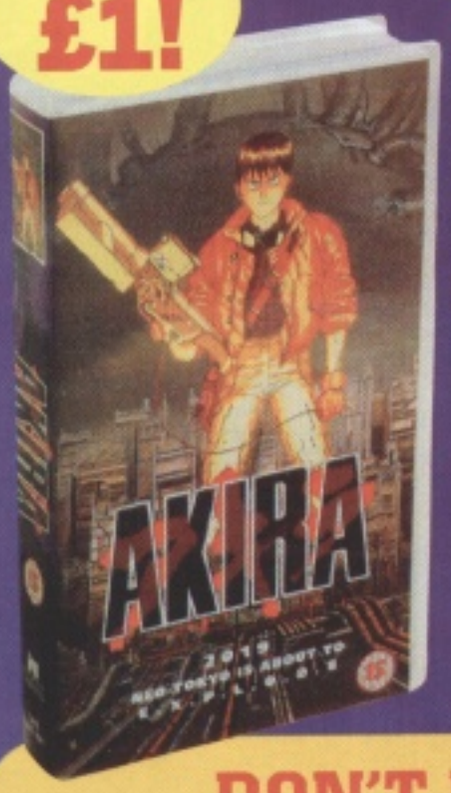

AKIRA VIDEO

Still on offer is the fabulous *Akira* video – a full-length Japanese feature film, absolutely packed full of action and adventure and rendered in top quality Japanese anime. And yours for the bargain price of...

£11.99

COMPETITION PRO PAD

Another accessory you shouldn't be without is this clever little joypad, featuring auto and turbo fire, a slow motion selector and an eight-way superswitch. It's on special offer in our Superstore at the low, low price of...

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SAVE £3!

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The adaptor that lets you play the latest US and Jap carts on a UK SNES (and UK carts on Jap or US machines).

£16.99

SAVE £3!

SAVE £5!

PRO ACTION REPLAY

One essential Super Nintendo accessory is the Pro Action Replay – it lets you cheat at games! Enter the special codes – ones printed in *Super Play*, or ones you've discovered yourself – and you'll never be stuck on a game again! On offer at only...

£44.99

DON'T MISS OUT! HERE'S THE ORDER FORM...

Please send me (tick appropriate boxes):

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- ❑ **Action Replay cartridge** ____ **£44.99** (code SNESACT)
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- ❑ ***Jimmy Connors' Pro Tennis*** ____ **£39.99** (code SPPJC)
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Please tick here if you do not wish to receive direct mail from other companies ❑

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This Summer *Super Play Gold* goes on sale – an extra special edition of the world's greatest Super Nintendo magazine. In it you'll find:

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Super Play Gold: The Complete Super Nintendo Guide 1993

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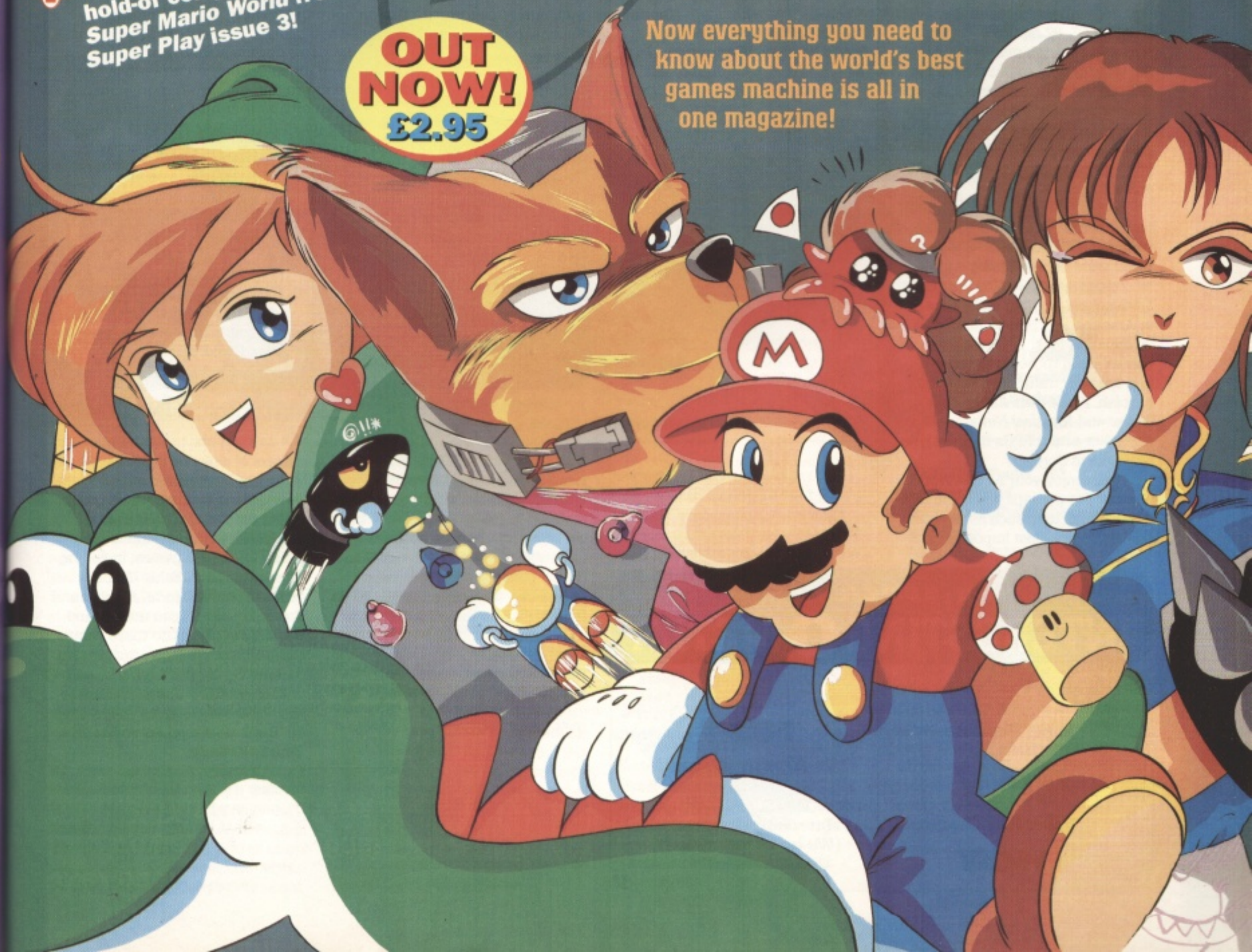


PLAY BACK

HYPER EXCITING READER'S VOICE

This month in Play Back: are our reviews too depressing?; *Mario Kart* (as usual); manga north of the border; *Street Fighter II Turbo* upgrades; game speeds; a mistake in *Super Play*?; the *Street Fighter* family tree; DIY anime; cheap games; please feed Neko!; and so much more.

'DITTO OHTOMO "AKIRA" KATSUHIRO'

✍ Firstly, although I think your reviews are generally interesting, I wonder if the writing style in them isn't at times a little too downbeat for the scores you give them. (I'm singling out you here, JB!) Some cases in point: *Axelay*, *Starfox* and *Pop'n Twinbee*. You gave them scores of 85, 92 and 84% respectively (high marks?) and yet the writing was, to put it mildly, a little on the non-committal side, or at least seemed to deserve a lower mark than you gave them. To bring this to an end, if you're going to give the game a total of 85%, then write it like that!

Secondly, I really love your stuff on Japanese RPGs, although, like yourself, it baffles me as to why these aren't more popular – after all, *Zelda: A Link To The Past* must have been a very big seller here and in America, so perhaps there may be a market for them here. Only games along those lines, though, and not your traditional 'hit points' rubbish. Apart from *Zelda*, *Soul Blazer* and *Mystical Ninja*, are there any other action RPGs in that style available in English?

I also enjoy your Anime World column, but perhaps you could add a few things to it, such as the odd feature on the most important and influential anime and anime creators – like, who's Miyazaki Hayao? I only know he did *Laputa*, and that's it. I want to know what's so special about him. And ditto Ohtomo '*Akira*' Katsuhiro. What's *Robot Carnival* and *A Tombstone For Fireflies*? I would like to see some more background stuff, and I'm sure I'm not the only reader who feels that way.

Your friend in Super Nintendo,
James McLean, Glasgow.

True, those reviews you mentioned might have sounded a little downbeat in view of the final marks we gave them. But they were all games which had been hyped up quite extensively beforehand, and given plenty of coverage in *Super Play* previews, so their plus points were already widely known. It seemed to make more sense, therefore, to spend a bit of time explaining what was wrong with the games, and why they didn't get quite such high marks as they might have done. All the same, you've got a valid point. Jason – you're sacked.

As for RPGs, there was a long list of English language ones in the last issue's Gamefreak, but check out this month's CES report for even more! *Final Fantasy Mystic Quest* should be on official release in this country soon too.

'EXPERIMENTING WITH THE NEW'

✍ I have some queries about the forthcoming, much-hyped *Street Fighter II Turbo*. The game itself sounds excellent – the prospect of playing the game's bosses and experimenting with the new moves is mouth-watering, and should help many SNES owners get over the bad news of the soon-to-be-released Mega Drive *SFII*.

However, how will Nintendo deal with the hordes of games players in this country who have already forked out £65 for the current *SFII* version? Although *SFII Turbo* is a potentially brilliant game, I personally don't want to fork out another £40+ for this version when I already have something similar. Do you know if Nintendo will be offering some sort of part-exchange system, if and when *SFII Turbo* is released in this country? This would be most helpful, as it would mean that games players could have a superior, definitive version of *Street Fighter II*, instead of having two overpriced versions of the same game.

Yours sincerely,
S Singh, Peterborough.

We've had hundreds of letters like this from worried *Street Fighter II* owners. And the answer is, we're afraid, that any form of upgrade/part-exchange arrangement just isn't going to happen. Capcom will be aiming to sell the new game to people like you – people who've bought the first game and desperately want the sequel – and from their point of view there'd be no sense in offering any deals. All we can hope for is a slightly more reasonable price tag the second time round.

'TOO FAST TO BE TRUE'

✍ I read Andre Tilley's letter in issue 8 concerning the extra speed with UK games. I have also noticed that, when using UK games with my US SNES, they are speeded up to what I guess is 17% faster than the US game speeds. This makes games like *Mario Kart* too fast to be true! It may be the convertor I use – a Games Master one.

Yours faithfully,
Daniel Stevens, Oxford.

The UK version of *Mario Kart* was deliberately speeded up to try and get past the normal slow-down problem with PAL versions of games – and that's what makes it run so super-fast when played on a US machine. However, most games – *SFII* being an obvious example – haven't been. We'll run more on this subject in a future issue.

'VIOLENCE IN GAMES'

✍ I would like to comment on the subject of violence in games, as this issue has been raised in many local newspapers in Australia. A group called the Family Organisation would like to put an Adults-Only rating on certain games, including *Street Fighter II*, *Zelda III* and *Mortal Kombat*. *Mortal Kombat* and *Street Fighter II* I can understand, but *ZELDA*? What do these people think children will do after playing games? Go chop a dragon's head off with a sword? It doesn't matter to the *Super Play* team as you're over 18. But it does to children like me.

Yours sincerely,
Paul Crossley, Australia.

The 'violence in games' debate is a hoary old chestnut, and we don't want to go wibbling on about it too much. But *Super Play*'s line goes something like this: There's

THE SUPER PLAY INTERESTING-O-METER

As you probably know, we love to receive letters on some subjects, but are bored silly of others. Here's a quick guide to what we like:

HOT

Super Nintendo CD ROM

Final Fight 2: Is it a con?

Super Play Gold

NOT

Fishing games

The *Super Play* Interesting-o-meter (*We really will drop it next issue – Ed.*)

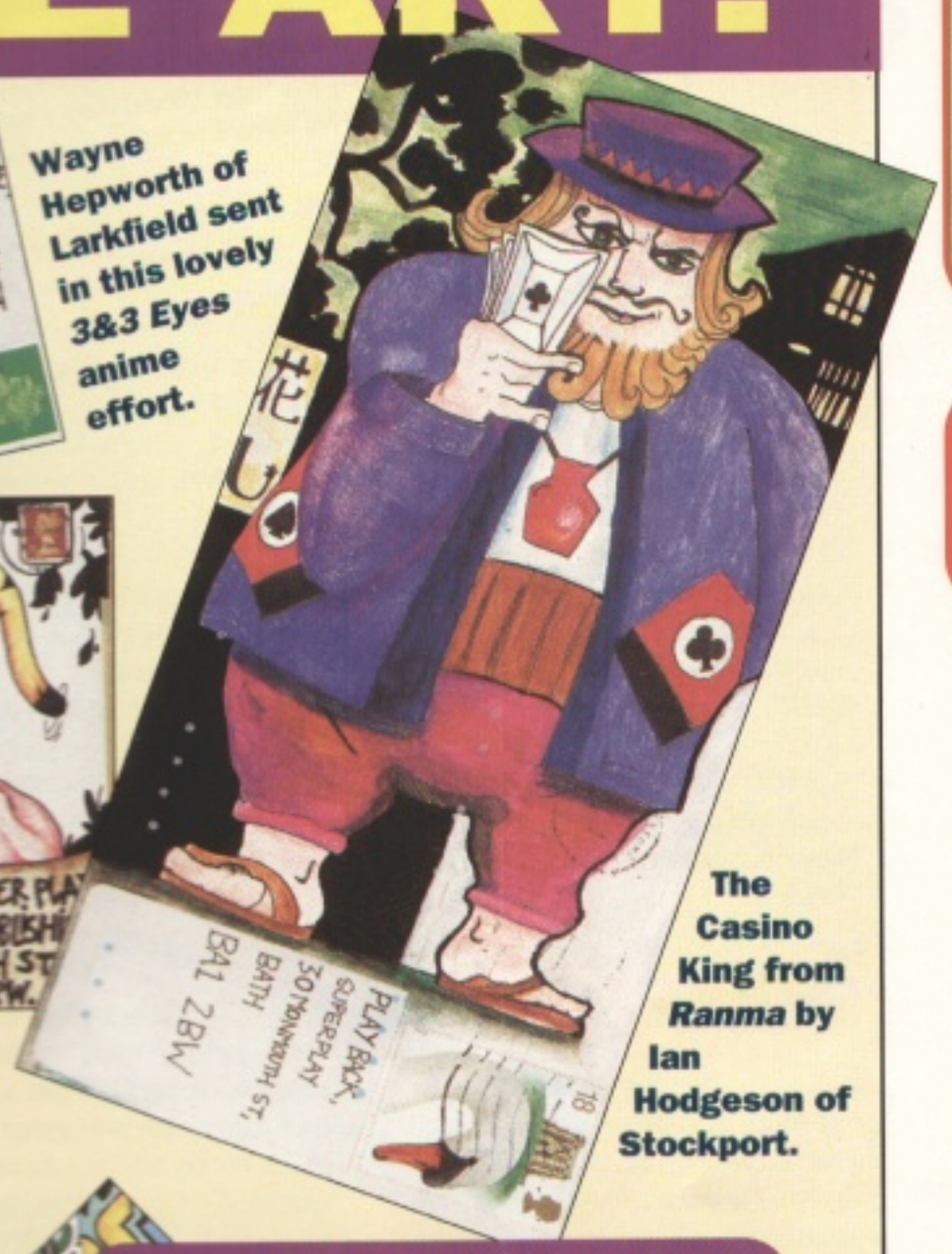
It's the bit you've been waiting for...

ENVELOPE ART!

Have you read the feature on game art yet? Well, here's your chance to show what *you* can do – the best envelope art we're receiving at the moment is at least up there with most of the US ads and box artwork, if not quite rivalling the likes of Wil Overton and the Japanese artists yet. We print the best ones we see every issue – our favourite gets a *Super Play* T-shirt, while any others printed receive a jolly useful *SP* pen. What are you waiting for? Our address, as usual, is *Super Play*, 30 Monmouth St, Bath BA1 2BW.

Wayne Hepworth of Larkfield sent in this lovely 3&3 Eyes anime effort.

No, not Neko, but a well-known anime tiger, drawn by Scott Priddy of Bristol.



The Casino King from *Ranma* by Ian Hodgeson of Stockport.

Another great *Ranma* drawing by Harry Healy of Glasgow.

***Mega Man* is due in the Autumn, but we've got him first, with this pic by T Gatteridge of Chesterfield.**

T-SHIRT WINNER!

We don't actually know who these little chaps are, but this is such a brilliant picture it just had to win. Whoever they are, a T-shirt goes to Tyrone Theophile of London.

absolutely no evidence at all that violence in games in any way spills over into real life, no matter how young those exposed to it are. We'd agree that games like *Mortal Kombat* are unpleasant to some extent, but only in a tacky sort of a way, and we can't see why anyone should be prevented from playing them. *Zelda*, though? You're right. That's just ridiculous.

'HAVE FAITH IN YOURSELF'

✍ A reader of your fine magazine stated that you had made a mistake in your March edition, by saying that the fastest time on Mario Circuit 1 on *Mario Kart* was completed with Bowser. However, he said, the Japanese picture alongside the text stated that it was Koopa who was used. You replied with: 'Actually you might have us there. Damn.'

Have faith in yourself, *Super Play* – you were right in the first place! The character known to most British and Americans as Bowser is in fact called Koopa in Japan. I assume this is why you said it was Bowser, as *Super Play* is a UK mag. So whoever wrote the letter about the mistake was wrong! Don't doubt the intelligence of *Super Play*.
Yours sincerely,
Giles Hill.

Phew – we're saved.

'COMIC STRIPS'

✍ I am writing to suggest that you should bring out an anime magazine. I buy your magazine every month, mainly to read your section about manga. If a manga magazine was released, I'm sure it would sell extremely well with the ever-growing anime following. It could include news, reviews, comic strips and interviews.
Alex Aisthorpe, Waltham.

Stranger things have happened...

'PERIODICAL PURVEYORS'

✍ In issue 8, David Borthwick asks if there are any manga stockists in Scotland. Well, get your pennies out Davey, 'cos there are at least four Japanese periodical purveyors in Strathclyde alone. These are:

- Forbidden Planet, 168 Buchanan Street.
- Stateside in Virgin Records, Union Street.
- AKA, 25 Parnie Street.
- Futureshock, 89 Byres Road.

Thanks to these establishments, I now have every issue so far of *Ranma 1/2*, *Appleseed*, *Orion*, *Caravan Kidd*, *Battle Angel Alita*, *Version* and the incredible semi-manga *Dirty Pair*. Keep an eye out also for back issues of *Dominion* (*Tank Police*), *Outlanders* and *Lum*Usurei Yatsura* – essential purchases for all *Super Play* readers. Yessir, the stuff of life, yup.
Harry H Healy,
Glasgow.

Thanks very much, Harry.

KINDLY LEAVE THE STAGE

You'd think there'd be *some* funny jokes out there, at least. But no. Month after month we find ourselves printing miserable specimens like these.

Stop complaining – it's only because you keep sending in the 'jokes' that we keep printing them. Any scoring more than 5/10 win a T-shirt. Send 'em to: Kindly Leave The Stage, *Super Play*, 30 Monmouth Street, Bath BA1 2BW.

Q Why do flamingoes stand on one leg?
A Because if they didn't they'd fall over.
Chris Jones, Sutton-in-Ashfield.
0/10

Q What do you call a nun with a washing machine on her head?
A Sister Matic.
James Watson, Birmingham.
0/10

Q What does Chun Li's dog eat?
A Pedigree Chun.
Daniel Whelaw, Colwyn Bay.
0/10

Q What was Guile when he got married?
A A Sonic groom.
Daniel Whelaw, Colwyn Bay.
0/10

A man is walking through the Olympic village when he spots an athlete carrying a long pole. He walks up to him and asks, 'Are you a pole vaulter?' The reply: 'No, I'm German, but how did you know my name?'
C Petherick, Glasgow.
0/10

'EAT MY LUNCH'

✍ I have recently started to buy your mag, and am stunned by the cover artwork. The paintings are perfect. I myself love to draw Japanese cartoons, but I'm unable to colour them in the Japanese style. Can tell me where I can get hold of the paints you use (which I will pay for – easy if I don't eat my lunch at school – I get a pound a day that way) and what you use them on eg acetate or celluloid. Could Wil Overton explain some of his techniques for me?
Yours faithfully,
Peter Chiu, Maidstone.

Wil tells us he uses acrylic paints on acetate, both available from any art shop. He starts off by doing a rough drawing, and then traces it to get a mirror image. Then he places the acetate over the top. You have to work backwards when you're painting on acetate, so the outlines and details go on first, with large areas of colour being put in later, over the top. And if you find you want to put in any extra little bits afterwards, you can always turn over the acetate and do them on the other side. Will that do?

'CHUN LI WILL MARRY RYU'

✍ I've got a pen pal in Hong Kong who is mad on SNES like me. She wrote and told me that Chun Li will marry Ryu, and that Chun Li is M Bison's daughter. What do you think of that?
Your knowingly,
Joanne Wilcox, Retford.

Well, it looks like some congratulations are in order to Chun Li and Ryu, for a start.

'I FINALLY LAID IT DOWN'

✍ I was reading through my copy of June's *Super Play*. When I finally laid it down (unbelievable as that may seem) I was shocked to notice that the big letters on the front cover said 'POP 'IM TWIN BEE'.

Surely a magazine of your infinite quality should correct such errors before printing, and someone must have noticed it. Oh, and don't thank me for pointing this out.
Yours maybe,
Kirk Packham, Livingston, Scotland.

Actually, Kirk, it was a 'joke'. According to Jason, 'pop 'im' is an expression used in the North to mean 'punch him', so we thought it might make an interesting line to use on the cover.

'ENTICE ME'

✍ I was hoping you'd be able to clear up a couple of points for me. (I've tried cream but it didn't work.)

I used to be the proud owner of an Atari 520 STE. When I wanted to buy a new game, rather than going off to a shop, I'd buy my game from a mail order company, saving myself around £8 on average. Why can't I do the same for Super Nintendo games?

The other point is that when I had my STE I subscribed to a magazine called *ST Format* (which was pretty good). They offered you a year's subscription and a game at a reduced price. So I was thinking, to entice me to subscribe, instead of a stupid tiger you could offer a game with your subscription – say about £10 off the game.
Yours eagerly,
Nick Feltham, Somerset.

WINNERS! WINNERS! WINNERS!

Did you enter one of our competitions in a recent issue of *Super Play*? Fancy your chances, did you? Well, here's where you get to check out if you should have received/should soon be receiving something. (Most prizes should have been sent out by the times you read this, but if you haven't received yours, phone the office and we'll try and work something out.)

MARCH 1993 ISSUE 5

JIMMY CONNORS 'SPOT THE BALL' COMPETITION

There was just one *Super Play* T-shirt as a prize in this little throwaway compo. We asked you to spot where the ball was on this *Jimmy Connors*' screenshot. It was a bit impossible, but the answer was where the cross is (below), and the person to get nearest was Luis Ribeiro of Portugal. Expect your shirt any day, Luis!

MAY 1993 ISSUE 7

JIMMY CONNORS 'SPOT THE BALL' COMPETITION

Yes, that's right – we liked the whole idea of spotting the ball on a *Jimmy Connors* screenshot, we decided to do it again (but this time with rather more prizes up for grabs). Once again, the real location of the ball is marked on the picture to the right, and the 10 winners of Shooting Watches, *Jimmy Connors* games, T-shirts and caps go as follows:

- Robert Cooksey of Kingston, Surrey.
- Mark Searle of Wood Green, London.
- Paul Wright of Sunderland.
- Steve Adams of Royston, Herts.
- Daniel Nix of Audley, Staffs.
- Richard Pomfret from London.
- Gavin Owens of Hengoed, Mid Glam.
- Sam Hung from Derby.
- Ben Aldred from Wallingford, Oxon.
- Howard Ng of London.

SUPERCON 2 CONTROLLER COMPETITION

This one coughed up five winners of Quickshot Supercon 2 joypads. There were two possible answers to the question 'Who narrates *Thomas The Tank Engine* on telly?', by the way – Ringo Starr or Michael Engelis – so we decided to accept either of them.

- Paul Edenborough from Hayling Island.
- Nyon Tsang from Bristol.
- A Thomas of Ashford, Kent .
- Paul Evans from Corsham, Wilts.
- Stephen Fitzpatrick from Maidenhead.

ULTRAMAN COMPETITION

This one generated a massive 25 winners of *Ultraman* videos, *Ultraman* posters, and models of Ultraman. The answer to the question (about which Japanese company is behind both the *Ultraman* films and games) was, of course, Bandai.

The first five win the models, the videos and everything:

- Aidan O'Loan from Ballymena, County Antrim, N. Ireland.
- Mr Arash Shababi of Kingswood, Surrey.
- Michael Ward from Barnsley.
- Neil Lomas from Moulton Leys, Northampton.
- Raymond Chan of East Barnet.

While this lot just get the videos and posters only:

- Glyn Murnan from Kempston, Bedford.
- Paul Caddick of Rugeley, Staffs.
- Philip Brown from Gedling, Nottingham.
- Matthew Gaughan of Sheffield.
- Neil Barnard from Gorleston-On-Sea, Norfolk.
- Horatio Smith from Angmering, West Sussex.
- G M Nelson of Sileby, Leics.
- Nicky Kemp from Aberdeen.
- Darren Edmonds from Southampton.
- Donna Reynolds of Oxshott, Surrey.
- Michael Ellis from Hanwell, London .
- Helen Dodsworth of Stockton-On-Tees, Cleveland .
- James Gaydon from Longfield, Kent.
- Mr J B Evans from Fleetwood, Lancashire.
- R. Wong of Cleethorpes.
- Roy Stevenson from Whitburn, Scotland.
- Gerald Williams of Malmesbury, Wiltshire.
- Robert Waters from North Walsham, Norfolk.
- Steve Lam of Manchester.
- Joseph McConville of Wigston, Leics.

And there we have it! We'll have the answers and prize-winners from competitions we've run in more recent issues – including Matt's Full House from issue 8 – next month.

'HIGHLIGHTS'

P.S. I tried to follow your letter guide in issue 1.
Anthony Ryan, Liverpool.
Not closely enough, obviously.

What's all this fuss about anime? Give me good old *Battle Of The Planets* any day. That was never dull. I realise that slagging off anime ain't that cool, but it's one bandwagon I neglected to jump on...
Scott Prince, Bristol.
But *Battle Of The Planets* was just like modern anime (if crapper).

I love you.
Roland Manhart, Vienna, Austria.
Er... gosh!

Drakkhen (reviewed in issue 4) doesn't mean 'dragon' in Swedish. You seem to have misunderstood the spelling. It's spelled 'draken'.
Anders Bauer, Skanör, Sweden.
Perhaps we were thinking of Norwegian, then.

Your magazine is the best mag on the market and you should be very rich by issue 10 because you should sell so well.
Ollie Cagney, Hull.
We were until Matt handed in his Chicago expenses claim.

My friend says he's going to Canada this October and he's going to get *Street Fighter II Turbo*. Is this possible?
Nathan Biddaplh.
Through judicious use of air travel and a carefully-timed exchange of money for goods, he might just manage it.

It's obvious to all Spec-Chums that Kindly Leave The Stage has been nicked from *Your Sinclair*, and that 'Highlights' is an extension of 'Small Print'. What about 'The Wonderful World Of The SNES'?
Bob, Ashington.
We've had huge numbers of odd letters from overseas recently, so it's a distinct possibility.

Do you guys read your mag fully after it's completed, or have you had enough of it by then?
Rahman 'Rahman' Qureshi, London.
We're too busy doing the next one.

No sooner said than done – subscriptions now come with a reduced-price game *and* a stupid tiger. And there are companies that sell games cheaper through the post. Try giving Special Reserve a call on (0279) 600205.

'MY NAME IS DAVID...'

My name is David and my mummy buys *Super Play* for me every month in a shop. It is good and I have every one of them. I cannot subscribe because my mummy does not want me to, but you have made me very sad. Neko is a lovely tiger and I want to cuddle him. I want to send him a biscuit but my mum says that I cannot. Please feed him some Coco Pops and some sandwiches and some chips or I will not buy your magazine ever again.
From,
David, Sheffield.

Sorry, David, but the tiger starves unless he comes up with the goods.

'MY MARIO KART BEST TIME'

Having owned *Mario Kart* (PAL version) since its release in the UK, I have tried without a day going by to better my time on the Time Trial on Mario Circuit 1. For some months now it has been the norm for only hundredths of a second to be taken off my best time, which currently stands at 1'04.11", having driven what I would consider to be a perfect race throughout – ie no deceleration, no wheels ever touching the dirt, and hugging corners as tightly as possible.

However, yesterday I went to a local arcade where I had heard that Super Nintendos are set up for anyone to play, and found they were running a US copy of *Mario Kart* through a conyertor on a British machine.

It was immediately obvious to me that the game was running much slower than my own version (expected) and when it came to my turn I had great difficulty in not taking corners too early. But within a few attempts I had completed five laps with Bowser and was surprised to see a time of 1'02.99" (not expected) since I had scraped the dirt a couple of times and by no means taken the fastest line around the course.

I leave you now to draw your own conclusions.
Yours sincerely,
Matthew Leech, Birmingham.

After a few minutes desperately trying to draw conclusions, all we could come up with were the following: a) this is all horribly confusing; b) we wish with all our hearts that someone would clear up the *Mario Kart*-running-at-different-speeds-on-different-machines mystery once and for all; and c) anyone sending in *Mario Kart* Time Trial times to our new high score table had better say which version of the game they were playing and on what sort of machine.

WRITE, RIGHT?

If you'd like to contribute to next month's heaving mass of letters, and be in with a chance of winning a *Super Play* pen, write to:

PLAY BACK,
SUPER PLAY,
30 MONMOUTH STREET,
BATH BA1 2BW.

'ILLEGAL CARTS'

I am writing concerning highly illegal multi-game carts. I understand about the damage they cause the games market, but I was wondering about one thing:

On the Game Boy, 8-, 16-, 32- and even 64-in-one game cartridges are readily available in Japan. These cartridges contain full games, often large games (large for the Game Boy, anyway). So why does *Street Fighter II* get so much hype for being a 16 Mbit cart when these illegal cartridges on the Game Boy contain up to 64 2-4 Mbit games. Assuming all the games were 2 Mbit, this means they contain up to 128 Mbit of information.

Surely legal Super Nintendo games could easily contain this much. Why don't software companies write large games? I think that Nintendo should seriously consider this idea. What do you think?
Sincerely,
Felix Dunkeld, London.

Games tend to be 16 Mbits at most because every Mbit takes hundreds of man-hours to fill, and man-hours translate into money. Multi-game carts are produced by dishonest manufacturers who don't develop games themselves – they just copy other people's illegally. So they don't have to pay development costs, and can charge as little as they like. Whether you buy them is a matter for your conscience.

NEW!
HOT SHOTS

Super Play's High Score Table

That's right! You kept on asking for it – and now you've got it! This new column is where, every month, we'll be printing the very best, the very highest scores we receive on just about any game you might have played. So, if you've been secretly harbouring an outrageous tally on *Starfox*, or you're just bursting to tell the world how many goals you beat Germany by in *Super Soccer*, now's your chance to be famous.

Seeing as how no-one's actually sent us in any scores yet (obviously), this month we're printing some we got from crack games player, National Computer Games Champion 1992, and friend of the stars Allan Brett. Here, then, are the scores to beat:

DARIUS
5,417,500

MARIO KART
Gold cups on everything, including 150cc
Time trial (Mario Circuit 1):
0'58.36'" (Jap/US version)
1'04.11'" (UK version)
(See Matthew Leech's letter)

CONTRA III
1,748,106

AXELAY
2,186,700

PRINCE OF PERSIA
Completed with 48 minutes left on clock

SUPER SMASH TV
46,230,150

SUPER MARIO WORLD
9,999,990

FINAL FIGHT
2,985,112

Can you do better than that? Course you can. So plug in that game, grease up your joypad (NB not really, kids), give it your best shot, write the score on a postcard and send it to: Hot Shots, *Super Play*, 30 Monmouth Street, Bath BA1 2BW. There'll be no prizes, just recognition.

WHAT CART?

SUPER PLAY'S GAME LIBRARY

A new feature in What Cart? this month, and every month from now on, is a review of a classic Super Nintendo game, starting with the brilliant arcade adventure *Legend Of The Mystical Ninja* (see also the Super Player's Guide this ish).

As always, if you can think of a game we've missed from the rest of our listing here, then write us a What Cart?-style review and send it in – you might even get a stylish *Super Play* T-shirt for your trouble. The address to write to is: What Cart?, *Super Play*, Future Publishing, 30 Monmouth Street, Bath BA1 2BW.

KEY TO YOUR CHART

You wouldn't believe how easy *What Cart?* is to understand. Perhaps this diagram might go some way towards convincing you, though:

GAME NAME
PUBLISHER
NUMBER OF PLAYERS
GAME TYPE
A brief synopsis of the game
Which issue of Super Play the game has been reviewed in
CARTRIDGE ROM SIZE
If the game's known by other names abroad, they're here
SCORE – If unreviewable a ? goes here
CAMELTRY (JAP) 52%
Alternative name: On The Ball (US)
Taito, 8 Mbit
1 player, puzzle, SP1
The idea of a rotating Mode 7 maze with a ball bouncing around it is a good one, but Taito haven't got the most from it. The levels are too easy, and once you've seen them all, you won't return.

ACROBAT MISSION (JAP) 38%
Teichiku, 8 Mbit
1 player, shoot-'em-up, SP2
A despicably feeble vertical scrolling blaster. To be avoided.

ACTION PACHIO (JAP) 42%
Coconuts Japan, 8 Mbit
1 player, platform, SP9

A crap, slow *Sonic* lookalike that barely manages to crawl along. This is really boring stuff.

ACTRAISER (JAP/US/UK) 90%
Enix/Quintet, 6/8 Mbit + BB
1 player, action/RPG, SP2
A brilliant combination of strategy and platform action. Graphically great, and the music's brilliant, but make sure you buy the UK or US version.

THE ADDAMS FAMILY (JAP/US/UK) 82%
Ocean, 8 Mbit
1 player, platform, SP1
A polished and enjoyable romp, with adventure, puzzle and shoot-'em-up bits. Challenging and frustrating in places, but passwords allow quick completion.

THE ADDAMS FAMILY IN: PUGSLEY'S SCAVENGER HUNT (US/UK) 90%
Ocean, 8 Mbit
1 player, platform, SP7
The second *Addams Family* platform game, and it's even better than the first. It's well designed, huge, challenging, gorgeous-looking and great fun to play. Highly recommended.

AEROBIZ (US) 69%
Alternative name: Air Manager (JAP)
Koei, 8 Mbit
1 to 4 players, strategy, SP7
An airport management sim that has its moments, but is basically too serious for its own good. Well presented, but there's not enough here to hold your interest for long.

ALIEN ³ (US/UK) 84%
Acclaim, 8 Mbit
1 player, shoot-'em-up, SP9
Accurate platform film conversion with great graphics, fabulous weapons and some nice music. Big, too.

ALIENS VS PREDATOR (JAP) 28%
IGS, 8 Mbit
1 or 2 players, beat-'em-up, SP6
An unoriginal beat-'em-up, with a neat central concept, but dire gameplay and no explanation of the plot. Avoid.

ANOTHER WORLD (UK) 81%
Alternative names: Outer World (JAP), Out Of This World (US)
Interplay, 8 Mbit
1 player, platform, SP1
The graphics are superb, the action is varied, and there are lots of great cinema-style close-ups – a true original. Too short, however.

ARCANA (US) 65%
Alternative name: Card Master (JAP)
HAL, 8 Mbit + BB
1 player, RPG
An RPG based around a 3D perspective (like *Dungeon Master*) sounds good, but proves plodding – the combat scenes are long and drawn out. Graphically it's not bad, and the music is well done, but it's only really for die-hard RPG fans.

ASSAULT SUITS VALKEN (JAP) 91%
Alternative name: Cybernator (US)
NCS Masiya, 8 Mbit
1 player, shoot-'em-up, SP5
The (imaginary) principle of assault suits is a fab basis for a game, but, oddly, this is the first to properly use it. This is a brilliant (very Japanese) shoot-'em-up, dripping with high technology and boasting some great explosions.

ASTRAL BOUT (JAP) 40%
A-Wave, 8 Mbit
1 or 2 players, sport
A wrestling/fighting game, and not a good one. Graphically not a complete disaster, but the sprite collision and playability are ropy. When you think you could buy *SFII*, what's the point?

AUGUSTA MASTERS 3D GOLF (JAP) 79%
T&E Soft, 8 Mbit + BB
1 to 4 players, sport
The first 3D golf game on the Super Famicom, and still good despite Jap text. Graphically it's a mixture of bit-maps and polygons, and it works well. The screen update could be faster, though.

AXELAY (JAP/US/UK) 85%
Konami, 8 Mbit
1 player, shoot-'em-up, SP2
So *Axelay*'s a bit thin gameplay-wise. But – ooh! – those graphics! They maybe the most impressive ever! There're some fab baddies, too, and it alternates between neat horizontal and vertical scrolling.

BART'S NIGHTMARE (JAP/US/UK) 86%
Acclaim, 8 Mbit
1 player, action, SP1
The formula may not sound promising – lots of little sub-games rather than one big one – but this is absolutely superb, and very weird. Wonderful graphics and lots of humour, and it's challenging.

BATMAN RETURNS (JAP/US) 87%
Konami, 8 Mbit
1 player, beat-'em-up, SP7
A straightforward, but beautifully-put-together, scrolling beat-'em-up, which captures the mood of the film perfectly.

BATTLEBLAZE (JAP/US) 42%
Sammy Corp, 8 Mbit
1 or 2 players, beat-'em-up
An awkward game that's nowhere near as good as its contemporaries (*Street Fighter II* and *Ranma 1/2*). The graphics are okay, the sound's okay, but the gameplay's dire. There's quite a reasonable range of moves, but you could do so much better.

BATTLE CLASH (US/UK) 48%
Nintendo, 8 Mbit
1 player, shoot-'em-up, SP3
This is the first stand-alone game released for the Super Scope. A shame that it's short lived and awful. Cheaper than your average import, though.

BATTLE GRAND PRIX (JAP/US) 56%
Naxat, 8 Mbit
1 or 2 players, driving
Remember *Super Sprint*, the coin-op? Well, imagine a version of it (ie an overhead view driving game) where you can only see a tiny area of the track, and have to rely on signals to warn you of corners. It's 'challenging'.

BEST OF THE BEST (US/UK) 50%
Alternative name: Super Kick Boxing (JAP)
Electro Brain, 8 Mbit
1 or 2 players, beat-'em-up, SP5

Let's be honest: this is a kick boxing game, not a karate one. Treated as such it gets the job done okay. But, as with any game that comes within a mile of the word 'boxing', it gets boring fast.

BIG RUN (JAP) 34%
Jaleco, 8 Mbit
1 player, driving
After a promising start, the abysmal graphics and virtually non-existent gameplay make for what is surely the worst driving game on the system. (Nothing like the original coin-op.)

BILL LAIMBEER'S COMBAT BASKETBALL (US) 26%
Hudson Soft, 4 Mbit
1 or 2 players, sport
Originally an Amiga game called *Future Basketball*, this plodding *Speedball* clone is a surprisingly poor release from Hudson Soft.

BIO METAL (JAP) 71%
Athena, 8 Mbit
1 player, shoot-'em-up, SP8
On 'Hard' setting this is a good, solid shoot-'em-up, only marred by slight slow-down and a lack of originality.

BIRDIE TRY (JAP) 28%
Toho, 8 Mbit
1 player, sport
A terrible golf game with a truly appalling Mode 7 course. Avoid.

BLAZEON (JAP/US) 42%
Atlus, 8 Mbit
1 player, shoot-'em-up
A tacky horizontal scroller with anime-style robots in. It's different, but it's so crude and jerky. Not one to go for – there are better shoot-'em-ups around.

THE BLUES BROTHERS (JAP/US) 68%
Titus, 4 Mbit
1 or 2 players, platform, SP7
This has little to do with the film (except that it's got Jake and Elwood in), or the Amiga original. It's okay (quite nice, in fact), but doesn't match up to *Mario* etc.

BOB (US/UK) 54%
Electronic Arts, 8 Mbit
1 player, platform, SP8
Oh dear. Platform games aren't really EA's forte, and on this nondescript, awkward-to-control, and very average looking release, it shows.

BOMBUZAL (JAP) 48%
Alternative name: Ka-Blooey (US)
Kemco, 4 Mbit
1 player, puzzle
Clear bombs from mazes of tiles by setting off chain reactions, without getting blown up. The levels are well designed and hard to negotiate, but the graphics are dreary, and it's boring.

BRASS BOSS (JAP) 56%
Alternative name: Doomsday Warrior (US)
Lazersoft, 8 Mbit
1 or 2 players, beat-'em-up, SP4
Another *SFII* wannabe that doesn't make the grade. The graphics are okay, and it plays okay, but *SFII* is so much better.

BULLS VS BLAZERS (JAP/US) 83%
Electronic Arts, 8 Mbit
1 or 2 players, sport, SP5
A good, solid basketball game with the emphasis on accuracy and detail at the expense of slick graphics. Challenging.

CACOMA KNIGHT (JAP/US) 36%
Datam, 4 Mbit
1 or 2 players, puzzle, SP4

A tedious variant of *Painter*, the ancient coin-op. It does its best to brighten up things with some special backdrops, but even they're not good enough to save it.

CALIFORNIA GAMES II (JAP/US) 22%
DTMC, 8 Mbit
1 or 2 players, sport, SP7
A crap multi-event sports 'sim', with ridiculous games, poor graphics, and little to actually do.

CAL RIPKIN JR BASEBALL (US/UK) 70%
Mindscape, 8 Mbit
1 or 2 players, sport, SP7

A perfectly serviceable baseball game, with no obvious flaws, but *Pro League '93* is better.

CAMELTRY (JAP) 52%
Alternative name: On The Ball (US)
Taito, 8 Mbit
1 player, puzzle, SP1
A rotating Mode 7 maze with a ball bouncing around, but Taito haven't got the most from it. The levels are too easy, and you won't go back to them.

CAPTAIN TSUBASU 3 (JAP) ?%
Tecmo, 8 Mbit + BB
1 or 2 players, sport
A football management game, based on a Jap comic hero! Dynamic match highlights, but unless you can read Japanese, and have tons of patience, stay away. Impossible to judge.

CAVEMAN NINJA 2 (JAP) 58%
Data East, 8 Mbit
1 player, platform, SP5
The sequel to *Joe & Mac* (sort of), reasonably playable, and offers a fair amount of long-term challenge. There are hundreds of better games around.

CB WARS (JAP) ?%
Banpresto, 8 Mbit
1 or 2 players, action/RPG
Strange anime scroll-along-and-whack-nasties-type of game. RPG elements and lots of Japanese text make this a poor choice. Impossible to judge.

CHESSMASTER (US/UK) 55%
Mindscape, 4 Mbit
1 or 2 players, board, SP7
It *does* play chess. (It can beat us.) The rest of it's rubbish though, with terrible sound and a sad options menu being particular 'high' points.

CHESTER CHEETAH (JAP/US) 58%
Kaneko, 8 Mbit
1 player, platform, SP6
Bright, colourful platform game, based

on Cheetos (American cheese snack) advertising critter – good for younger players, but it lacks challenge.

CHUCK ROCK (US) 61%
Sony Imagesoft, 8 Mbit
1 player, platform, SP4
A well put together Stone Age platform game, with lots of imagination and fun touches, but it's all a bit bland and dull.

CLUE (US) 46%
Parker Brothers, 4 Mbit
1 to 6 players, board, SP7
A board game conversion that does its job (playing *Cluedo*) okay, but offers nothing extra. Expensive for what it is.

COMBATRIBES (JAP/US) 90%
Technos, 12 Mbit
1 or 2 players, beat-'em-up
A very dull game that makes absolutely no attempt to save itself with any pick-upable weapons or interesting levels.

COOL WORLD (US/UK) 52%
Ocean, 8 Mbit
1 player, action, SP8
Gorgeous graphics, and fairly true to the film, but there's hardly any gameplay hidden beneath the flash – a shame, after the excellent *Pugsley*.

COSMO GANG (JAP) 70%
Namco, 8 Mbit
1 or 2 players, shoot-'em-up, SP3
A *Galaga*-style shoot-'em-up that doesn't match up to the ancient coin-op in the gameplay stakes. A fun two-player mode, and some lovely graphics and sound, but spoilt by infinite continues.

COSMO GANG: THE PUZZLE (JAP) 58%
Namcot, 4 Mbit
1 or 2 players, puzzle, SP7

The *Galaga*-lookalikes return in a colourful, *Tetris*-inspired puzzle game. There's some decent strategy here, but it won't hold your interest for long.

DARIUS TWIN (JAP/US) 74%
Taito, 8 Mbit
1 or 2 players, shoot-'em-up
Lacking in levels for a *Darius* game – but this isn't all bad. Good graphics, okay sound and not too much slow-down make it a reasonable buy, though it's not challenging in the first few levels.

DAVID CRANE'S AMAZING TENNIS (JAP/US) 80%
Absolute Entertainment, 8 Mbit
1 or 2 players, sport, SP3
This *looks* like the best tennis game yet. The 3D perspective works well – until you take control of a player at the other end. A restricted viewpoint makes it hard to serve and return – a split screen would have been much better. *Super Tennis* still rules.

DEAD DANCE (JAP) 78%
Alternative name: Tuff E Nuff (US)
Jaleco, 16 Mbit
1 or 2 players, beat-'em-up, SP8
Another pretender to *Street Fighter II*'s best beat-'em-up title, and – with oodles of moves and well-balanced gameplay – probably the closest yet.

DESERT STRIKE (JAP/US/UK) 90%
Electronic Arts, 8 Mbit
1 player, shoot-'em-up, SP4
An addictive chopper-based shoot-'em-up with helicopteriness pouring out of it. Just like flying round a desert blowing things up with missiles (only not so hot and sandy).

DEVIL'S COURSE (JAP) 80%
T&E Soft, 8 Mbit
1 to 4 players, sport, SP8
This one looks like ordinary golf, until you realise how wild the (completely made up) courses are. Fun, but not entirely serious.

D FORCE (JAP/US) 22%
Asmik, 8 Mbit
1 player, shoot-'em-up
A crap blaster with maybe the worst graphics, sound and playability on the SNES. Mode 7 makes the useless visuals look blocky. Awful sound, too.

DINOSAURS (JAP) 83%
Alternative name: Dino City (US)
Irem, 8 Mbit
1 player, platform, SP1

One of our fave platform games, this has fab graphics, cute characters and plenty of amusing bits. But it's too easy to finish. We love it anyway, though.

DIRTY CHALLENGER (JAP) 34%
Yutaka, 8 Mbit
1 or 2 players, sport
Yet another dire wrestling game. This time it includes some very dubious 'grapples' – you could be mistaken for thinking it was all a bit, well, dirty.

DORAEMON: WORLD OF FAIRIES (JAP) ?%
Epoch, 8 Mbit + BB
1 player, platform/RPG
An odd mix of RPG and platform game styles, based on a popular Jap anime character (an atomic cat, if you must know). Impossible to judge.

DRAGON BALL Z (JAP) ?%
Bandai, 8 Mbit + BB
1 player, RPG
The original Jap *Dragon Ball* anime series appeared on the 8-bit Famicom, but this new version is the first available for the Super Famicom. An RPG with combat scenes and loads of Japanese text. Very 8-bit in look too. Impossible to judge.

DRAGON BALL Z (JAP) 73%
Bandai, 16 Mbit
1 or 2 players, beat-'em-up, SP8
An original beat-'em-up, with lots of special moves, fab anime graphics, and *weird* presentation. As it has specialist appeal, unlikely to get a UK release.

DRAGON'S LAIR (US/UK) 82%
Elite, 4 Mbit
1 player, platform, SP1
Looks gorgeous, plays well and is far better than the straight conversion of the coin-op on other machines. But the frustrating difficulty level hides a game that's not as long as it could be.

DRAGON QUEST V (JAP) ?%
Enix, 12 Mbit + BB
1 player, RPG
The biggest selling game in Japan is a sprawling RPG with loads of Jap text, to be translated for a US release this year in the *Dragon Warrior* series. Primitive graphics, and very Japanese.

DRAKKHEN (JAP/US/UK) 64%
Kemco, 8 Mbit + BB
1 player, RPG, SP4
Based on a French 16-bit computer RPG adventure, this has okay graphics but an awful combat system. Most people will find this a real bore, but if you *are* tempted, get the US or UK version.

EARTHLIGHT (JAP) ?%
Hudson Soft, 8 Mbit + BB
1 player, strategy
Based on a popular PC Engine game called *Nectaris*, this is an interplanetary space strategy affair, but there's enough Japanese in here to make it tricky to work out. Avoid. Impossible to judge.

ELFARIA (JAP) ?%
Hudson Soft, 12 Mbit + BB
1 player, RPG
Great character graphics make this game more appealing than most, but the heavy use of Japanese text may cause major problems. Impossible to judge.

EVIL SWORD (JAP) 55%
Datam Polystar, 8 Mbit
1 player, platform, SP7
A colourful, bizarre, very Japanese and not very good slice-'em-up, featuring a girl running around swiping things with her sword.

EXHAUST HEAT II (JAP) 83%
Seta, 8 Mbit + BB
1 player, driving, SP8
With more tracks than the original game, lovely parallax scrolling, and plenty of speed, this is great fun – like a more realistic *F-Zero*. No two-player mode though, and some juddering.

EXTRA INNINGS (US) 64%
Alternative name: Ganba League Baseball (JAP)
Sony Imagesoft, 8 Mbit + BB
1 or 2 players, sport, SP2
Baseball's tricky to translate well to a games machine, but this makes a good job of it, with cute characters and slick action. The sequel, *Pro Baseball League '93*, is even better.

F-1 EXHAUST HEAT (JAP/UK) 69%
Alternative name: F1 ROC (US)
Ocean/Seta, 8 Mbit + BB
1 player, driving, SP2
Your car's a bit small, and you don't get much warning of corners. But at least you get a 3D view of the track. Not our fave game, but some people love it.

F1 GRAND PRIX PART II (JAP) 52%
Video System, 12 Mbit
1 player, driving, SP8
A difficult overhead view driving game – only really any fun if you persevere.

FACEBALL 2000 (JAP/US) 54%
Bullet-Proof Software, 4 Mbit
1 or 2 players, shoot-'em-up, SP3
On the Game Boy this 3D maze shoot-'em-up is good fun, but the SNES conversion suffers badly. Slow, jerky 3D, and confusing with two players. Poor.

FAMILY DOG (US/UK) 39%
THQ, 8 Mbit
1 player, platform, SP9

Based on an obscure American cartoon, this *Home Alone*-alike is funny in places, but the gameplay is a real dog.

THE FANG OF EDO (JAP) 49%
Micro World, 8 Mbit
1 player, action, SP9
Odd scrolling slash-'em-up looks okay (when it's not slowing down), but lacks interesting action.

FATAL FURY (JAP/US) 76%
Takara, 12 Mbit
1 or 2 players, beat-'em-up, SP4
One of a growing number of *Street Fighter II* lookalikes. Looks okay, plays fine (though the controls are very awkward), and worth considering.

FINAL FANTASY II (US) 86%
Alternative name: Final Fantasy IV (JAP)
Square Soft, 8 Mbit + BB
1 player, RPG
An odd one this, as in Japan it's the fourth in a popular series. This is the first version for the Super NES, and while it's graphically basic, the lovely music and the involved quest lift it way above lesser RPGs.

FINAL FANTASY V (JAP) ?%
Square Soft, 16 Mbit + BB
1 player, RPG
A huge-selling RPG to be translated and retitled *Final Fantasy III* in the US. Buy that one, unless you're fluent in Japanese. Impossible to judge.

FINAL FANTASY: MYSTIC QUEST (US) 79%
Square Soft, 4 Mbit + BB
1 player, RPG, SP3
A spin-off younger player's version of the popular *Final Fantasy* RPG series that's a fun and involving quest for role-playing beginners. It's also cheaper than most releases.

FINAL FIGHT (JAP/US/UK) 86%
Capcom, 8 Mbit
1 player, beat-'em-up, SP1
The best walking-along-beating-people-up game on the SNES. Brilliant graphics, varied opposition and great moves. But it lacks a two-player mode, and gets dull.

FINAL FIGHT GUY (JAP) 83%
Capcom, 8 Mbit
1 player, beat-'em-up
A pointless new version of *Final Fight*, where the best character, Cody, is replaced by Guy. A poor game-music CD is included. It's easier than the original.

FIRE DODGEBALL (JAP) 45%
Sunsoft, 8 Mbit
1 or 2 players, sport
A cute, anime version of an extremely weird game (see *SD Dodgeball* for details). The graphics are good, but the game itself is a bit too simple to be particularly rewarding.

FLYING HERO: BUGLE'S BIG ADVENTURE (JAP) 68%
Sofel, 8 Mbit
1 player, shoot-'em-up, SP6
An average – if fairly likeable – Jap shoot-'em-up. It has its moments, but needs that extra special something to stand a chance of beating *Parodius* etc.

FORTRESS OF FURY (JAP) 68%
Alternative name: Operation Logic Bomb (US)
Jaleco, 8 Mbit
1 player, shoot-'em-up, SP9

Nice graphics, but slow and unimaginative gameplay.

F-ZERO (JAP/US/UK) 86%
Nintendo, 4 Mbit + BB
1 player, driving, SP1
A fab Mode 7 racing game. Dead fast and smooth. Watch out for the vicious hover cars. Bland scenery and a weird futuristic setting, but it's an impressive display of the SNES' abilities.

GEORGE FOREMAN'S KO BOXING (US/UK) 18%
Acclaim, 8 Mbit
1 or 2 players, sport, SP2
Boxing games are invariably awful – but this awful?

THE GHOST OF KITARO (JAP) 61%
Bandai, 8 Mbit
1 or 2 players, beat-'em-up, SP9
Weird, very Japanese, and very cartoony scrolling, shooting, beat-'em-up thing. Pretty, but odd.

GODS (US/UK) 74%
Mindscape, 8 Mbit
1 player, platform, SP6
Famous Amiga platform shoot 'em up comes to the SNES, graphics and puzzles intact, and with extra measures of playability. This'll last you ages.

GOLDEN FIGHTER (JAP) 42%
Culture Brain, 12 Mbit
1 or 2 players, beat-'em-up, SP1
A very ropy *Street Fighter II* 'tribute'. The graphics are rubbish, the gameplay's rubbish, the sound's rubbish... Avoid.

GPX CYBER FORMULA (JAP) 70%
Alternative name: Cyberspin (US)
Takara, 8 Mbit
1 player, driving, SP1
A top-view scroller, and another case of yikes-was-that-a-corner? But anime based this time, with some very smooth scrolling. Average, but enjoyable, game.

GRADIUS III (JAP/US) 82%
Konami, 4 Mbit
1 player, shoot-'em-up
Similar to the coin-op and all packed onto a 4 Mbit cart. It's an early title, so slow-down is a problem – it scuppers the otherwise beautiful graphics and fab sound. Still, it's more impressive and playable than *Super R-Type*.

GUNDAM F-91 (JAP) ?%
Bandai, 8 Mbit + BB
1 player, shoot-'em-up
A massive selling (in Japan at least) arcade/strategy game-thing, with Japanese text. Still, it's playable if you persevere, but this is one for real robot fans only. Impossible to judge.

GUNFORCE (JAP/US) 59%
Irem, 4 Mbit
1 or 2 players, shoot-'em-up, SP4
Similar to *Super Probotector* in many respects, but not half as good in any of them. The 'respects', that is. (Sorry, that was a bit confusing, wasn't it?)

HARLEY'S HUMUNGOUS ADVENTURE (US) 69%
Electronic Arts, 4 Mbit
1 or 2 players, platform, SP6

Graphically it could be a lot better, but it's a reasonably imaginative game with some potential all the same.

HAT TRICK HERO (JAP) 66%
Alternative name: Super Soccer Champ (US)
Taito, 4 Mbit
1 or 2 players, sport
A slick conversion of the coin-op *Football Champ*. It's fast, but too easy in one-player mode – you'll need to play a chum to have any fun. Not as good as *Super Soccer*.

HIT THE ICE (US) 58%
Taito, 8 Mbit
1 or 2 players, sport, SP9
As much a beat-'em-up as an ice hockey game, and a bit on the shallow side.

HOLE-IN-ONE GOLF (JAP/US) 68%
HAL, 8 Mbit
1 to 4 players, sport
An old game, but still one of the best golf sims around – what it lacks in technical ingenuity, it makes up for in user-friendliness. The overhead view isn't much like playing the real game, but nice Mode 7 course introductions help – as does turning the music off!

HOME ALONE (JAP/US/UK) 36%
THQ, 4 Mbit
1 player, platform, SP3
A dire attempt to cash in on the success of *Home Alone* the movie. Hopeless graphics and sound don't rescue the banal gameplay from the claws of drudgery and tedium.

HOME ALONE 2 (US/UK) 32%
THQ, 8 Mbit
1 player, platform, SP3
We actually preferred the first *Home Alone* game to this, but in the same way that we prefer *Eldorado* to *Santa Barbara*. Another dire scrolling effort that should be left on the shelf.

HOOK (US/JAP) 72%
Sony Imagesoft, 8 Mbit
1 player, platform, SP1
Slow-moving, but attractive platformer, that ties in with the film neatly. It's a bit easy to finish, though, so it'll be no, er, Peter Pan.

THE HUNT FOR RED OCTOBER (US) 25%
Hi Tech Expressions, 8 Mbit
1 player, shoot-'em-up, SP7
A very poor submarine shoot'-em-up, based on the film of the same name. So repetitive that each level is almost identical to the last, apart from the Super Scope-using sub-bit, which is especially useless.

HUMAN GRAND PRIX (JAP) 82%
Human, 8 Mbit + BB
1 or 2 players, driving, SP4
If you can live with the 'unique' control system, this is the best two-player Formula One game on the SNES. It's blindingly fast, with realistic handling and some smart graphics.

HYPERZONE (JAP/US) 30%
Hal, 8 Mbit
1 player, shoot-'em-up
A poor 3D space shoot-'em-up using Mode 7, but with nothing else there to recommend it. Tedium City is your only destination with this one.

IMPERIUM (US) 40%
Alternative name: Assault Suits Dion (JAP)
Vic Tokai, 8 Mbit
1 player, shoot-'em-up, SP6
Sad, old-fashioned shoot-'em-up with giant robot suits in it – but with little hope of rivalling *Assault Suits Valken*. Stay away.

THE IREM SKINS GAME (US) 83%
Alternative name: Major Title (JAP)
Irem, 8 Mbit,
1 or 2 players, sport, SP3
Fans of the coin-op golf game *Major Title* will love this – it's virtually identical. Fans of *Pebble Beach* and its cousins, however, mightn't be that impressed by its accuracy.

JACK NICKLAUS GOLF (US) 62%
Tradewest, 4 Mbit
1 to 4 players, sport, SP3
This presents things from just behind the player, but the slow way it draws the screen before each shot, and the could-be-better power meter, ruin it.

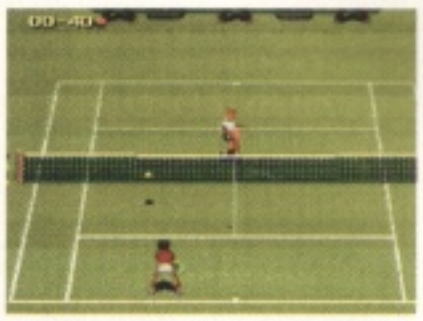
JAKI CRUSH (JAP) 74%
Naxat, 8 Mbit
1 player, simulation, SP5
The Super Nintendo needs a top-notch pinball game – something to rival the Mega Drive's *Devil Crash* and the Amiga's *Pinball Dreams*. But this just isn't it. It's reasonable, but the ball moves far too slowly, and the table isn't brilliantly designed.

JAMES BOND JR (US/UK) 29%
THQ, 4 Mbit
1 or 2 players, platform, SP3
A platform and shooting action game from hell that even the Amstrad GX4000 wouldn't have tolerated. Poor graphics, feeble sound and crap gameplay. Look, but don't buy.

JEOPARDY (US) 15%
Gametek, 4 Mbit
1 to 3 players, quiz, SP7
An appalling American conversion of an appalling American quiz show. Yuck.

JERRY BOY (JAP) 54%
Alternative name: Smartball (US)
Sony Imagesoft, 8 Mbit
1 player, platform
A run-of-the-mill platform game with only its blob-shaped hero to distinguish it from the crowd. Very average.

JIMMY CONNORS' PRO TENNIS TOUR (US/UK) 88%
UBI Soft, 4 Mbit
1 to 4 players, sport, SP5



Not as good a game as *Super Tennis*, but this gets pretty close and has the advantage of working with the four-player adaptor. Now that *is* fun.

JOE AND MAC (JAP/US/UK) 72%
Data East/Elite, 8 Mbit
1 or 2 players, platform, SP1
A good conversion of the arcade machine. Graphically it's very colourful, but the tunes don't vary and the gameplay's a bit repetitive. Fun for younger players.

JOHN MADDEN FOOTBALL (US) 79%
Alternative name: Pro Football (JAP)
Electronic Arts, 4 Mbit
1 or 2 players, sport
What was a fabulous game on the Mega Drive and Amiga *isn't* on the Super Nintendo. Note the flat graphics and jerky scrolling. It *is* fast, but at the expense of playability.

JOHN MADDEN FOOTBALL '93 (US/UK) 83%
Alternative name: Pro Football '93 (JAP)
Electronic Arts, 8 Mbit
1 or 2 players, sport, SP4
...whereas this new, improved, updated version is loads better. The changes are mostly cosmetic, but they elevate the game to the status of 'recommended (if you like American football)'.

KICK OFF (JAP/UK) 52%
Anco/Imagineer, 8 Mbit + BB
1 or 2 players, sport, SP3
The most controversial computer game ever gets its second conversion to the SNES, and suffers as a result. Not as bad as *Pro Soccer*, but flawed playability-wise.

KIKIKAIKAI (JAP) 88%
Alternative name: Pocky & Rocky (US)
Natsume, 8 Mbit
1 or 2 players, shoot-'em-up, SP5
This is the sort of game only the Japanese could write. Underneath the perilously weird exterior lurks a really enjoyable two-player shoot-'em-up with superb graphics and a large playing area.

KING ARTHUR'S WORLD (US/UK) 83%
Jaleco, 4 Mbit
1 player, puzzle, SP6

Medieval *Lemmings* lookalike, with good graphics and plenty of interesting bits. Very addictive, but the controls (unless you use a mouse) are a pig.

THE KING OF RALLY (JAP) 39%
Meldac, 8 Mbit
1 player, driving, SP5
The most eye-catching 3D effect in years, but that's really about it. The fact that there are no other cars on the road, and the very unimaginative design of the courses, turns it into a real battle just to keep your eyes open.

KING OF THE MONSTERS (JAP/US) 79%
Takara, 8 Mbit
1 or 2 players, beat-'em-up
An enjoyable Neo Geo game that's been clumsily converted to the SNES. It's really too dull and unimpressive to get even fans of the original excited.

KITARO'S GHOST (JAP) 58%
Bandai, 8 Mbit
1 or 2 players, platform
Platform game, based on a cute comic hero, with really tricky gameplay. Lovely graphics, though.

KOSHIYEN 2 (JAP) 60%
KAC, 8 Mbit
1 or 2 players, sport, SP2
This would be the most bog standard baseball game around, except that it's very weird and very Japanese. Not bad, overall.

KRUSTY'S SUPER FUN HOUSE (US/UK) 79%
Acclaim, 8 Mbit
1 player, platform, SP1
A curious blend of pie-throwing, puzzle-solving and platform action make this a refreshing challenge. Graphics and sound are okay, but it's the excellently paced gameplay that makes the game. Passwords should be given more regularly though.

KUNIO KEN (JAP) ?%
Technos, 8 Mbit
1 or 2 players, action/RPG
An odd mix of beat-'em-up and adventure game. We had fun with it, beating people with pillows and suitcases, but we didn't have a clue what was going on as it's all in Japanese. It got a lukewarm reception even in Japan. Impossible to judge.

LAGOON (JAP/US) 70%
Kemco, 8 Mbit + BB
1 player, RPG
A fairly involving RPG, taking some elements from the *Zelda* series, but forgetting a lot of the more important ones – like a map, which is irritating. However, the graphics and sound are pleasant enough. Worth considering, but only after you've played *Zelda*, *Final Fantasy II* and *Soul Blazer*.

LAST FIGHTER TWIN (JAP) 59%
Banpresto, 8 Mbit
1 or 2 players, beat-'em-up
Super Deformed robots in a side-on beat-'em-up. Nice graphically and sonically, but limited. For SD fans only.

LEGEND OF SUCCESS JOE (JAP) 49%
KAC, 8 Mbit
1 or 2 players, beat-'em-up
Japanese boxing game, based on a poor Neo Geo original, with basic graphics and sound, and not enough moves. Still, as boxing games go, it ain't too bad.

LEGEND OF THE MYSTICAL NINJA (US) 90%
Alternative name: Ganbare Goemon (JAP)
Konami, 8 Mbit
1 or 2 players, action/RPG
One of the best games for the Super Nintendo, mixing RPG adventure-style wandering with side-on platform action. Wonderful music, fab graphics and a real challenge. Though the Japanese version is accessible, buy the US cart to get the best value from this.

LEMMINGS (JAP/US/UK) 86%
Sunsoft, 8 Mbit
1 or 2 players, puzzle, SP2
A hit on every format it's on. It takes a while to get to grips with, but it's one of the most original, ingenious and addictive games ever. Each level has a password, and there are loads of them.

LETHAL WEAPON (UK/US) 57%
Ocean, 8 Mbit
1 player, platform, SP6
Unadventurous platform shoot-'em-up, with a frustrating tendency to send you back to the beginning every time you miss your footing, which you'll do – a lot. Okay, but Ocean can manage better (see the new *Addams Family* game).

THE LOST VIKINGS (US/UK) 84%
Interplay, 8 Mbit
1 or 2 players, platform, SP8
Three character (but one-player) co-operative platform puzzler. Quite a lot of fun, if a bit C64-ish in game design.

MAGICAL GUY ADVENTURE (JAP) 62%
Bandai, 4 Mbit
1 player, platform
An extremely jolly platform game combining wacky Japanese humour with cute sprites and backdrops. Not in the class of *Super Mario World*, but entertaining anyway.

MAGIC SWORD (JAP/US/UK) 58%
Capcom, 8 Mbit
1 player, platform, SP7
Capcom's winning streak is let down by this dreadful slash-'em-up. It slows down badly, and the animation's awful.

MARIO PAINT (JAP/US/UK) 55%
Nintendo, 8 Mbit + BB
1 player, art package, SP6
A limited, crude paint package – and one where you can't print out your results! Some nifty features, admittedly, but the best thing about the whole package is the mouse that comes with it.

MECH WARRIOR (US) 63%
Alternative name: Battletech (JAP)
Activision, 8 Mbit
1 player, shoot-'em-up, SP9

Sort of like *Battle Zone* (well, a bit), but this time placing you in an armoured mobile suit, jumping around blasting things. Okay, but lacks imagination.

METAL JACKET (JAP) 20%
Atlus, 8 Mbit
1 player, platform
Horrible. Atlus aren't doing themselves any favours attempting a platform game – a genre where you have to be good to stand out. This is an *E-SWAT* clone with stilted animation, dire sound and inept gameplay.

MICKEY'S MAGICAL QUEST (JAP/US/UK) 89%
Capcom, 8 Mbit
1 player, platform, SP3
One of the most polished platformers around, though it's marred by the inclusion of infinite continues. Stunning backdrops, sprites and varied enough to impress anyone – it's just a shame it's too easy.

MONOPOLY (JAP/US) 40%
Parker Brothers, 8 Mbit
1 to 8 players, board game, SP7
Monopoly without the fun of cheating. It plays the game on the Super NES exactly as it should, but that's about it.

MUSYA (JAP/US) 24%
Datam, 8 Mbit
1 player, platform
One of the worst Super Famicom games – though it's up against stiff competition. Initially, the nicely shaded backdrops give it the look of a *Ninja Spirit* clone, but when you watch your hero mincing about, twiddling his stick, it palls.

NAMCOT OPEN (JAP) 80%
Namco, 8 Mbit
1 to 4 players, sport, SP9

A very nice golf sim with fast and efficient graphics, but a fair bit of Japanese text.

NBA ALL-STAR CHALLENGE (JAP/US) 59%
LJN, 8 Mbit
1or 2 players, sport, SP7
If you like basketball, you'll love this game. It plays basketball as it should be played and is nicely presented. Recommended for real fans of the game.

NHLPA HOCKEY (US/UK) 87%
Electronic Arts, 8 Mbit
1 or 2 players, sport, SP4
Not *quite* as good as the Mega Drive version (the graphics are jerky, though you wouldn't notice unless you'd seen the original). Still a great ice hockey game, with loads of playability and atmosphere.

NIGEL MANSELL F1 CHALLENGE (JAP) 85%
Infocom, 8 Mbit
1 player, driving, SP8
Good, fast, high quality racing action. As a one-player game, better than *Human Grand Prix*, and so the best Formula One game on the Super NES yet.

NOLAN RYAN'S BASEBALL (US) 73%
Alternative name: Super Stadium (JAP)
Romstar, 4 Mbit
1 or 2 players, sport, SP2
Just as slick as *Extra Innings*, but without the cute characters, and it's slightly trickier to control. Still, not a bad game.

NORTH STAR KEN V (JAP) ?%
Toei, 8 Mbit + BB
1 player, RPG
This addition to an inexplicably popular range of *Zelda*-style RPG's – it's based on *Fist Of The North Star*, believe it or not – looks rubbish to us. If you speak Japanese it might, of course, be brilliant, but we very much doubt it. Impossible to judge.

NORTH STAR KEN 6 (JAP) 42%
Toei, 12 Mbit
1 or 2 players, beat-'em-up, SP4
This has massive sprites but nothing much to actually do. It's just another failed *Street Fighter II*-a-like.

OTHELLO WORLD (JAP) 52%
Tsukuda, 8 Mbit
1 or 2 players, board game
Plays a strong game of *Othello* (if you set it to 'difficult'), looks good, and has some cute bits. But why would anyone want to spend $40 on a cartridge that plays *Othello*? Fine for brushing up your technique, but otherwise very sad.

OUTLANDER (US/UK) 28%
Mindscape, 8 Mbit
1 player, driving/action, SP8
Crap *Mad Max*-style kill-everything-in-sight fiasco, featuring a driving section and a walking-along-and-blasting section – both equally useless.

PAPER BOY 2 (US/UK) 22%
Mindscape, 4 Mbit
1 player, driving, SP2
You're a newspaper delivery boy (or girl) and you cycle along, er, delivering newspapers. There are some obstacles to avoid, things to hit with papers for bonus points, and that's about it. It's boring, and can't be recommended.

PEBBLE BEACH GOLF LINKS (JAP/US/UK) 82%
T&E Soft, 8 Mbit + BB
1 to 4 players, sport, SP6
The third addition to the 3D golf series, and, unsurprisingly, very similar to the others. As the only golf game officially released in the UK, this is well worth buying. It's fun to play and is accurate down to the very waves on the beach, but the porn movie music is laughable.

PGA TOUR GOLF (JAP/US/UK) 60%
Electronic Arts, 4 Mbit
1 to 4 players, sport, SP5
Slick presentation, masking the fact that this is a poor Super NES conversion of a fab sports game. On other systems *PGA Tour* is *the* golf sim, but EA's lack of SNES skill ruins it.

PHALANX (JAP/US) 70%
Kemco, 8 Mbit
1 player, shoot-'em-up, SP1
Horizontally scrolling shoot-'em-ups are two a penny on the Super NES, and a new contender has to be different to stand out. This has some decent graphics and challenging gameplay, but is forgettable.

PILOTWINGS (JAP/US/UK) 92%
Nintendo, 4 Mbit
1 player, simulation, SP1
Super Nintendo-owning aviation fans aren't spoilt for choice at present, but this should be enough to, er, spin their propellers. It has a huge range of flying machines, and super-smooth 3D graphics, and there's even a decent game in here, too.

PIPEDREAM (JAP) 66%
Bullet-Proof Software, 4 Mbit
1 or 2 players, puzzle, SP2
A well turned-out puzzle where you've got to link different shaped bits of pipe. Okay, but it gets boring fast.

PITFIGHTER (US/UK) 14%
THQ, 4 Mbit
1 or 2 players, beat-'em-up, SP4
An appalling conversion of a popular coin-op. Dire graphics and awful gameplay. The pits.

POP'N TWINBEE (JAP) 84%
Konami, 8 Mbit
1 or 2 players, shoot-'em-up, SP8

Ultra-cute and colourful graphics make this blaster very appealing. Gameplay's a little on the weak side, though.

POPULOUS (JAP/US/UK) 85%
Imagineer, 4 Mbit + BB
1 player, strategy, SP2
The original Japanese version of a classic UK game that puts you in the shoes of God himself. A smashing game, though it *can* get frustrating (and quite boring) eventually.

POWER ATHLETE (JAP) 49%
Alternative name: Power Moves (US)
Kaneco, 8 Mbit
1 or 2 players, beat-'em-up, SP4
This is another attempt to cash in on *SFII*. And it doesn't really work. 'Crap – but in a groovy kind of way', apparently.

POWERMONGER (UK) 77%
Imagineer, 8 Mbit
1 player, strategy, SP9

Patience is needed to really get into this potentially deep and addictive game, but it's worth it.

PRINCE OF PERSIA (JAP/US/UK) 89%
Konami, 8 Mbit
1 player, platform, SP5
A superb conversion of the computer classic with new graphics, a brilliant intro and a fab *Lawrence Of Arabia*-style soundtrack. Not an easy game, but the password system allows progression without too much trouble. A classic.

PRO BASEBALL LEAGUE '93 (JAP) 77%
Sony Music Entertainment, 12 Mbit
1 or 2 players, sport, SP6
The Jap sequel to *Extra Innings*. It's got cute characters, slick animation and some neat extra bits. If you like baseball, you'll love this.

PRO QUARTERBACK (US) 62%
Tradewest Sports, 8 Mbit
1 or 2 players, sport, SP7
American football looks great with neat Mode 7 graphics, but the rest of the game fails to add up to anything better than usual.

PRO SOCCER (JAP) 27%
Alternative name: World League Soccer (US)
Imagineer, 4 Mbit + BB
1 or 2 players, sport
A shaky conversion of *Kick Off*, with crude graphics and useless gameplay.

PSYCHO DREAM (JAP) 33%
Alternative name : Dream Probe (US)
Riot, 8 Mbit
1 player, platform, SP7
Platform beat-'em-up with lots of Japanese text getting in the way. Bland.

PUSHOVER (US/UK) 78%
Ocean, 4 Mbit
1 player, puzzle, SP3
An enjoyable domino toppling-style puzzle game, converted from home computers, with lots of short-term fun. Once all 100 levels are finished, though, it's unlikely you'll ever return to it.

Q*BERT 3 (JAP/US) 67%
NTVIC, 8 Mbit
1 player, platform, SP3
Real nostalgia value, as players of the 10-year-old coin-op will confirm. And plenty of effort's gone into making the game look the part. But it's only mildly amusing.

RACE DRIVIN' (US/UK) 35%
THQ, 4 Mbit
1 player, driving, SP3
Fans of the original coin-op will be horrified by this driving game. 3D polygons and the SNES go together like, um, chips and custard. Poor programming on unsuitable hardware.

RAIDEN DENSETSU (JAP) 54%
Alternative name: Raiden Trad (US)
Toei, 8 Mbit
1 or 2 players, shoot-'em-up
A great game on the PC Engine and Mega Drive, but slow on the Super Nintendo and not recommended. It should have been good, but the programmers were too inexperienced on the machine to do the job properly.

RAMPART (US) 79%
Electronic Arts, 4 Mbit
1 or 2 players, shoot-'em-up/puzzle, SP2
So primitive-looking you wonder why it was allowed to live. (Well, apart from the great 3D bit.) But a few minutes playing reveal a game that's actually fab fun, and the two-player mode almost rivals *Mario Kart*.

RANMA 1/2 (JAP) 75%
NCS Masiya, 8 Mbit
1 or 2 players, beat-'em-up
A neat one-on-one beat-'em-up with some very odd anime characters (who change sex when they get wet, and sometimes into giant pandas – don't worry, there's a Japanese TV series explaining it all). Mismatching of characters is a problem, but on the whole it's great to look at and play.

RANMA 1/2 PART TWO (JAP) 73%
NCS Masiya, 12 Mbit
1 or 2 players, beat-'em-up, SP6
Cute, unusual characters, and a good looking beat-'em-up, but far too easy, with some characters much, much stronger than others. Slightly inferior to the original, but still likable, at least.

RIVAL TURF (JAP/US/UK) 58%
Jaleco, 8 Mbit
1 or 2 players, beat-'em-up, SP2
Final Fight's main rival. Not as 'together' as its opponent – more repetitive baddies and rougher animation are the main qualms – but it has the enormous advantage of simultaneous two-player action, including a *Street Fighter II*-style head-to-head mode. Which one do you go for? Um, well there's always *Batman*...

ROAD RIOT 4WD (US/UK) 20%
THQ, 4 Mbit
1 or 2 players, driving, SP4
Road Riot's the worst driving game on the SNES, we reckon. This is primitive in every respect, despite a split-screen two-player mode, and no fun at all.

ROAD RUNNER: DEATH VALLEY RALLY (JAP/US/UK) 42%
Sunsoft, 8 Mbit
1 player, platform, SP4
The cartoon's atmosphere is captured perfectly, with fab cartoony graphics and hilarious intro and outro bits, but the game itself stinks – it's a simplistic, poorly-executed platform game.

THE ROCKETEER (JAP/US) 33%
IGS, 8 Mbit
1 player, action
Lovely graphics, but that's about it. This consists of watching a string of mini-games in which you don't really get much say – it's just luck if you proceed from one game to the next. Awful.

ROBOCOP 3 (US/UK) 50%
Ocean, 8 Mbit
1 player, shoot-'em-up, SP2
A neat *Robocop* feel, but gameplay-wise this is severely wanting. It's really difficult, and perseverance is rewarded by an unimaginative shooter with little connection to the film.

ROGER CLEMENS' MVP BASEBALL (US) 73%
Acclaim, 8 Mbit
1 or 2 players, sport, SP2
Baseball games don't come much better presented than this. Fab animation and action viewed through different camera angles make this thoroughly enjoyable.

ROMANCE OF THE THREE KINGDOMS II (JAP/US) 55%
Koei, 8 Mbit + BB
1 to 12 players, strategy
Loads of interlocking ancient Chinese kingdoms make alliances, split up, then make other alliances, lots of people get killed, and we can't make sense of any of it. The US version reveals a simple game under all the maps and text-boxes, but still not recommended.

RPM RACING (JAP/US) 58%
Interplay, 4 Mbit + BB
1 or 2 players, driving
RPM stands for Radical Psycho Machines – ridiculous trucks with big tyres that fascinate Americans. The scrolling's rough, you need clairvoyant powers to anticipate corners, and it uses flickery interlace graphics to no obvious effect. But good fun.

RUSHING BEAT RUN (JAP) 60%
Jaleco, 12 Mbit
1 or 2 players, beat-'em-up, SP5
The original *Rival Turf*, although fine as beat-'em-ups go, was never brilliant, exactly. And this sequel isn't much better. The graphics aren't bad, but it's very repetitive and too easy to finish.

SD DODGEBALL (JAP) 42%
Banpresto, 8 Mbit + BB
1 or 2 players, sport
Based on an imaginary sport which involves knocking out the opposing team with the ball, this is one of a series of Dodgeball games (*Fire Dodgeball*'s another), and the worst.

SD GREAT BATTLE (JAP) 38%
Banpresto, 6 Mbit
1 player, shoot-'em-up
Japan's popular Super Deformer series has spawned a lot of Super Famicom spin-off games, and they sell, no matter how bad they are! This was the first of the genre, and isn't great, being a crusty arcade adventure with tedious gameplay.

SD GREAT BATTLE III (JAP) 63%
Banpresto, 8 Mbit
1 or 2 players, beat-'em-up, SP9

Cute characters and nice graphics, but it lacks variety and depth of gameplay.

SD GUNDAM (JAP) ?%
Bandai, 8 Mbit + BB
1 player, RPG
This game stars a 'Super Deformed' version of *Gundam*, the most popular 'mecha' robot character in Japan. The format is traditional Japanese RPG, but the crappy graphics, sound and Japanese text make it unplayable. Impossible to judge.

SHANGHAI 2 (US) 58%
Alternative name: Super Shanghai (JAP)
Activision, 8 Mbit
1 or 2 players, puzzle, SP9
A very simple puzzle game – based on the ancient Chinese classic – that becomes strangely more-ish.

SIM ANT (JAP) ?%
Imagineer
1 player 8 Mbit
An ant simulator. In Japanese. That says it all really. Impossible to judge.

SIM CITY (JAP/US/UK) 84%
Maxis/Nintendo, 4 Mbit + BB
1 player, strategy, SP1
Build the city of your dreams... then bring it to its knees! The Super Nintendo version of this all-time great is probably the best yet (more user-friendly) but it doesn't push the SNES to its limits. It's very addictive.

SIM EARTH (JAP/US) 34%
Imagineer, 6 Mbit + BB
1 player, strategy, SP9
A follow-on from *Sim City* that tries to bite off more than it can chew. You're basically put in charge of the entire planet. It manages to be both a good simulation and a very tedious game.

SKÜLJAGGER (US) 58%
American Softworks, 8 Mbit
1 player, platform, SP4
A lacklustre piratic game that's extremely easy and isn't going to take you long to finish. With some weird bubble gum bits.

SOLSTICE II: EQUINOX (US/UK) 90%
Sony Imagesoft, 8 Mbit + BB
1 player, platform, SP8
Polished and addictive isometric arcade adventure, with brill graphics and fab sound. Highly recommended.

SONIC BLAST MAN (JAP/US) 69%
Taito, 8 Mbit
1 player, beat-'em-up, SP2
A scrolling beat-'em-up with a nifty central character – a superhero with a deadly line in punches. It's a beat-'em-up, though, and so gets pretty dull.

SOUL BLAZER (US) 89%
Alternative title: Soul Blader (JAP)
Enix, 8 Mbit + BB
1 player, RPG, SP2
Slick, graphically gorgeous and not unlike *Zelda* (ie an RPG, Japanese-style). Avoid *Soul Blader*, the Japanese version (unless you're Japanese, that is).

SPACE FOOTBALL (US) 52%
Alternative name: Super Linearball (JAP)
Triffix, 4 Mbit
1 player, sport
If you've played *Ballblazer* on the Commodore 64 before, that's the closest to this – football, played between two 'things' on a fast, 3D scrolling pitch. Lots of thrills in the short-term, but it isn't enough to justify spending this much on a game.

SPANKY'S QUEST (JAP/US) 58%
Natsume, 4 Mbit
1 or 2 players, platform
A monkey called Spanky? Bouncing bubbles? You just wander round lots of similar-looking screens, killing baddies (with bubbles) and collecting keys. Crap.

SPIDERMAN & THE X-MEN (US/UK) 72%
Acclaim, 8 Mbit
1 player, platform, SP3
A multi-character platform romp that loses its appeal fast. Unattractive graphics are only saved by imaginative music. Fun for a bit, but somehow it looks dated already.

SPINDIZZY WORLDS (JAP/US/UK) 69%
Ascii, 8 Mbit
1 player, puzzle, SP2
Spindizzy's sparkle seems to have dulled since its heyday on the Spectrum, partly thanks to the game's shift of emphasis from exploration to puzzle solving. A neat little thing all the same.

STARFOX (JAP/US) 93%
Alternative name: Starwing (UK)
Nintendo, 8 Mbit
1 player, shoot-'em-up, SP7
What can we say? This is brilliant. It's the first game to use the new Super FX chip, it's got some of the most spectacular and well designed 3D bits ever, it's very smooth and fast – it's the bee's knees, basically.

STREET FIGHTER II (JAP/US/UK) 94%
Capcom, 16 Mbit
1 or 2 players, beat-'em-up, SP1
This is the game that's selling Super Nintendos by the bucket- load. It's 'streets' ahead of other beat-'em-ups, and a near-perfect conversion of the coin-op. A must-buy, though expensive on official release.

STRIKE GUNNER (JAP/US/UK) 65%
Athena, 8 Mbit
1 or 2 players, shoot-'em-up, SP3
An average vertical blaster, with poor and unvaried backdrops, but reasonable sprites and some nice explosions. A dull game that only works in two-player mode.

SUMO SPIRITS (JAP) 47%
Takara, 8 Mbit
1 or 2 players, sport, SP9

The most realistic, and so best, of the two sumo games we've reviewed. It's all a bit limited though.

SUPER ADVENTURE ISLAND (JAP/US/UK) 75%
Hudson Soft, 8 Mbit
1 player, platform, SP2
Simplistic, *Wonderboy*-style gameplay in this third instalment of the series made popular on the NES. Aside from the ugly Master Higgins, the bright backgrounds and impressive Yuzo Koshiro dance tunes make this an attractive game. A bit confusing, but otherwise fab.

SUPER ALESTE (JAP/UK) 87%
Alternative name: Space Megaforce (US)
Toho/Compile, 8 Mbit
1 player, shoot-'em-up, SP3
Evidence that the SNES can handle a manic *Gunhed*-style shooter with ease. Fab sprite handling (Mode 7) and no slow-down mean it's more a technical achievement than that well designed, and it's a bit weapon-mad. But an excellent buy all the same.

SUPER BASEBALL SIMULATOR 1,000 (JAP/US) 49%
Culture Brain, 4 Mbit
1 or 2 players, sport, SP2
A middling baseball game. The pitching and batting are good, but the fielders are unco-operative and the graphics poor, with pointless Mode 7 whizzing about. The music's good, though.

SUPER BASES LOADED (US) 55%
Alternative name: Super Professional Baseball (JAP)
Jaleco, 8 Mbit
1 or 2 players, sport, SP2
This works okay, but it's just as limited in scope as other baseball games on the SNES, and the graphics are jerky.

SUPER BASES LOADED II (US) 63%
Alternative name: Super Professional Baseball II (JAP)
Jaleco, 8 Mbit
1 or 2 players, sport, SP2
Extraordinarily and uncannily similar to *Super Bases Loaded I*. (See above.)

SUPER BATTER UP (US) 53%
Namco, 8 Mbit
1 or 2 players, sport, SP6

A difficult-to-control baseball game, with garish graphics and poor animation. There lots of better ones out there.

SUPER BATTLETANK (JAP/US/UK) 50%
Absolute, 4 Mbit
1 player, shoot-'em-up
The prehistoric *Battle Zone* coin-op gets a new lease of life in this Gulf War tank game. This looks livelier than the wire-frame graphics of the original, and it has some good explosions and exciting link sequences, but, frankly, it's still boring.

SUPER BIKURI MAN (JAP) 18%
Interbec, 8 Mbit
1 or 2 players, beat-'em-up, SP7
This is far too easy to finish. Possibly the second worst beat-'em-up ever (after *PitFighter*).

SUPER BIRDIE RUSH (JAP) 76%
Data East, 8 Mbit + BB
1 or 2 players, sport, SP3
A cute cartoony-looking golf game with nicely drawn fairways and greens. However, ultimately, this isn't as playable as *Hole-in-One*.

SUPER BOMBERMAN (JAP) 92%
Hudson Soft, 4 Mbit
1 to 4 players, action, SP9
A completely brilliant, completely manic, maze-based cat-and-mouse game. With bombs in it. Taking full advantage of the new Super Multitap adaptor, it's almost unbeatable fun with four players. We're addicted.

SUPER BOWLING (JAP/US) 48%
Athena, 4 Mbit
1 or 2 players, sport, SP1
There isn't enough to bowling to fill out a whole game. This one pads itself out with neat graphical interludes etc, but the real thing's so much more fun.

SUPER CASTLEVANIA IV (JAP/US/UK) 91%
Konami, 8 Mbit
1 player, platform, SP1
A huge, sprawling sequel to the NES

games. After a dull start this turns into one of the best platform games ever. More action is needed, but superb parallax and incredible sound-tracks generate an atmosphere that's appreciated by serious gamers.

SUPER CHINESE WORLD (JAP) ?%
Culture Brain, 8 Mbit
1 player, action/RPG
A sequel to the popular 8-bit Famicom *Little Ninja Bros*. The overhead view-point changes at regular intervals for combat. Cutish but rather basic, with loads of Jap text. Impossible to judge.

SUPER CONFLICT (US) 49%
Vic Tokai, 8 Mbit
1 or 2 players, wargame, SP9

A sad, outdated hex-based wargame that gets boring very fast.

SUPER CUP SOCCER (JAP) 69%
Alternative name: Goal (US)
Jaleco, 8 Mbit
1 or 2 players, sport
A rival to *Super Soccer*? Not really. This takes a side-on, jerkily scrolling view-point and isn't going to impress anyone. That's a shame, because it goes into lots of detail – moves and rules-wise – and there are some nice graphical touches.

SUPER DOUBLE DRAGON (JAP/US) 68%
Technos, 8 Mbit
1 or 2 players, beat-'em-up, SP3
A wide variety of moves, and some very satisfying thumping-and-kicking-about-type action, inject a bit of life into a deceptively crappy looking beat-'em-up. Enjoyable, but a bit easy and rather '8-bit' all round.

SUPER DUNKSTAR (JAP) 55%
Sammy, 8 Mbit
1 or 2 players, sport, SP9
This one plays basketball okay, but has primitive graphics and very few options. One to avoid.

SUPER EDF (JAP/US) 68%
Jaleco, 8 Mbit
1 player, shoot-'em-up
A pretty, horizontally scrolling effort, but with some boring and unchallenging gameplay. Similar to the coin-op it's based on, *EDF* has some well-drawn backdrops and sprites. But the music is bland, and slow-down spoils the action.

SUPER F1 CIRCUS (JAP) 74%
Nichibutsu, 8 Mbit + BB
1 player, driving, SP1
This looks ordinary, but is one of the few overhead-view racing games that works. Fast, with a good 'driving feel' and plenty of options to cater for the long-term player. Recommended.

SUPER F1 CIRCUS (JAP) 74%
Nichibutsu, 8 Mbit + BB
1 player, driving
Limited edition. As above, but with real Grand Prix names.

SUPER F1 GRAND PRIX (JAP) 44%
Video System Co, 8 Mbit + BB
1 player, driving
Nothing to do with the popular Amiga *F1 Grand Prix*, this is like *Battle Grand Prix*, without the split-screen two-player mode. That means you get to see more of the track on-screen, and so more warning of corners, but not much.

SUPER F1 HERO (JAP) 49%
Varie, 8 Mbit
1 player, driving, SP8
An appalling F1 driving game – *Nigel Mansell*'s so much better.

SUPER FIRE PRO WRESTLING (JAP) 56%
Human, 8 Mbit
1 or 2 players, sport
Nowhere near as smart-looking as *WWF*, but a much more challenging game (the 20 wrestlers all behave differently, for a start). But in one-player mode it's nearly impossible to beat the computer. Okay, if you can live with the dull visuals and manage to haul in a friend.

SUPER FIRE PRO WRESTLING 2 (JAP) 72%
Human, 8 Mbit
1 to 4 players, sport, SP7
This has lots of Japanese text, laughable graphics and is completely crap as a one-player game, but it's great fun to play with four players using the Super Multitap adaptor, despite slow-down.

SUPER GHOULS 'N' GHOSTS (JAP/US/UK) 85%
Capcom, 8 Mbit
1 player, platform, SP2
Another sequel, unique to the SNES. It's got some brill graphics (loads of slow-down) and nice tunes, but it's tough – and, as it lacks battery back-up or pass-words, it can be frustrating. Well put together, but difficult.

SUPER JAMES POND (US/UK) 79%
Ocean, 8 Mbit
1 player, platform, SP8
Ex-Amiga hit that's lost little in translation, though it's far too juddery. Still, with loads of levels and difficult bits, this'll keep you amused for ages.

SUPER MARIO KART (JAP/US/UK) 93%
Nintendo, 4 Mbit + BB
1 or 2 players, driving, SP1
The best driving game, and the best two-player game ever. It's perfect. Four fab games in one: There's the Grand Prix, the Time Trial, the two-player Head to Head, and the amazing balloon game.

SUPER MARIO WORLD (JAP/US/UK) 94%
Nintendo, 4 Mbit + BB
1 player, platform, SP2
What can we say about this huge game? On the downside, the backgrounds are repetitive, but this is a gameplayer's dream – you'll spend weeks deciphering it. Though real *Mario* aficionados prefer Mario's third trip, this remains (along with *Zelda*) Nintendo's flagship game.

SUPER NBA BASKETBALL (JAP/US/UK) 86%
Tecmo, 8 Mbit
1 or 2 players, sport, SP4

While *Super Basketball/Super Dunkshot* is the basketball game to go for if you want to wow your friends, this is more playable, accurate and comprehensive.

SUPER NINJA (JAP) ?%
Koei, 12 Mbit + BB
1 player, RPG
You'd never know this was 12 meg – it has the flat colours, simple graphics and laughable animation of an early NES game. It uses the same overhead view as *Zelda* et al, but being Japanese is impossible to play. Impossible to judge.

SUPER OFF ROAD (JAP/US/UK) 63%
Trade West, 4 Mbit
1 or 2 players, driving
Another overhead view driving game, but we can see the whole track for once (phew). We're racing monster trucks with a 3D(ish) perspective. The trucks look great bouncing about, and, short-term, it's good fun. And great music.

SUPER PANG (JAP) 72%
Alternative name: Super Buster Bros (US)
Capcom, 4 Mbit
1 player, shoot-'em-up, SP1
The arcade original was a fantastic game, but one that allowed two people to pop bubbles at once. This is a good conversion, with smart graphics and plenty of speed, but unfortunately only one can play, and that gets boring.

SUPER PARODIUS (UK) 86%
Alternative name: Parodius (JAP)
Konami, 8 Mbit
1 player, shoot-'em-up
A fab conversion of the coin-op, that ranks as the best of Konami's recent string of classics. Superbly colourful sprites, a hilarious sense of the bizarre, and excellent music are the icing on the cake. Enjoyable (though a little easy).

SUPER PLAY ACTION FOOTBALL (US) 71%
Nintendo, 4 Mbit + BB
1 or 2 players, sport, SP2
A faithful implementation of American football that'll please fans, but not the *John Madden*-basher we've been waiting for. Not a patch on *Madden '93*...

SUPER PROBOTECTOR (UK) 90%
Alternative names: Contra III (US)/Contra Spirits (JAP)
Konami, 8 Mbit
1 or 2 players, shoot-'em-up, SP2
The best platform blaster around so far. Superb use of Mode 7 and amazing sound put this in the super league. Brilliant two-player action makes it unmissable.

SUPER R-TYPE (JAP/US/UK) 72%
Irem, 8 Mbit
1 player, shoot-'em-up, SP1
Beautifully designed baddies, and some fab graphics, make this one of the best-looking shooters. Not perfect, thanks to jerky scrolling, awful slow-down and no restart points. It also lacks the best bits of the coin-op – *R-Type II* (not the original game) – on which it's based.

SUPER SMASH TV (JAP/US/UK) 84%
Acclaim, 4 Mbit
1 or 2 players, shoot-'em-up, SP1

A translation of the ultra-violent coin-op, this is incredibly good short-term fun. No slow-down, lots of tough bits and hugely addictive – you'll keep coming back to it. Recommended.

SUPER SOCCER (US/UK) 83%
Alternative name: Super Formation Soccer (JAP)
Human/Nintendo, 4 Mbit
1 or 2 players, sport, SP1
This is probably the closest you'll get to real footy on the Super Nintendo. Impressive 3D graphics, and good fun to play. But it doesn't feel much like football as such, perhaps because the rules have been messed around. We're still waiting for the Super NES' equivalent of *Sensible Soccer*.

SUPER STAR WARS (JAP/US) 89%
JVC, 8 Mbit
1 player, shoot-'em-up/platform, SP4
The music is the first thing that hits you – a perfect rendition of all the best tunes from the film – followed by the fantastic *Star Warsy* feel that pervades the whole thing. If you loved the film, you'll love this. (Oh, and it's fun to play, too.)

SUPER SUMO (JAP) 44%
Namcot, 8 Mbit
1 or 2 players, sport, SP9
Nice comedy graphics and decent gameplay (as far as it goes), but *Sumo Spirits* is the better game.

SUPER SWIV (JAP/UK) 82%
Alternative name: Firepower 2000 (US)
The Sales Curve, 8 Mbit
1 or 2 players, shoot-'em-up, SP6
A slick and playable two-player shoot-'em-up, with great graphics, and interesting controls. Good fun, if a little boring in the long run?

SUPER TENNIS (JAP/US/UK) 92%
Tonkin House, 4 Mbit
1 or 2 players, sport, SP1
One of the best tennis games on any machine (only rivalled by two fab tennis games on the PC Engine). The range of shots available is amazing. It's not all bashing a ball about, either – there's a comprehensive line-up of tournaments and things to enter, too. Brilliant.

SUPER TETRIS 2 + BOMBLISS (JAP) 83%
Bullet-Proof Software, 8 Mbit + BB
1 or 2 players, puzzle, SP5

Tetris is probably the best puzzle game ever, but doesn't always convert well to different formats. No worries with the SNES version, though, which boasts lots of extra bits (like *Bombliss*) in addition to a solid rendition of the original game.

SUPER TOM & JERRY (US) 42%
High-Tech Expressions, 4 Mbit
1 player, platform, SP8
A poor excuse for a platform game, plagued by slow-down and with little to do with the cartoon. Crap.

SUPER VALIS IV (JAP/US) 52%
Telenet, 8 Mbit
1 player, platform
A conversion of the PC Engine CD ROM game, featuring the exploits of lots of Japanese girlies but no excitement. It's too contrived, boring and linear to live.

SUPER VOLLEY II (JAP) 82%
Video System, 8 Mbit
1 or 2 players, sport, SP5
Weird-looking, with a determinedly 2D perspective. But a wealth of 'special moves', and the fact that's it's a coin-op conversion, make a game that's fab fun to play – especially with two players.

SUPER WAGAN ISLAND (JAP) ?%
Namcot, 8 Mbit
1 player, platform
Funny, with cute graphics and likeable characters, this is a semi-arcade, semi-text-based adventure for the younger player – we got a fair way into it without understanding what was going on. (It's all in Japanese!) Impossible to judge.

SUPER WWF (JAP/US/UK) 74%
Acclaim, 8 Mbit
1 or 2 players, sport, SP1
Great graphics, and fun to play – short-term. But, all the wrestlers behave the same! And there's no tournament system like on other versions, either – you win or lose a fight and that's it.

SUZUKI AGURI F1 (JAP) 72%
LOZC, 8 Mbit
1 or 2 players, driving, SP5
Fast, 3D Mode 7 courses *and* tunnels and bridges? Well presented, but no warning of corners. However, the split-screen two-player mode is a bonus. The UK release will follow under the name *Suzuki F1*. (Perhaps.)

SYO THE SEAL (JAP) 79%
Takara, 8 Mbit
1 player, platform, SP8
Out cutes the cutest game you can think of. We haven't stopped going 'aww.'

SYVALION (JAP/UK) 46%
JVC, 8 Mbit
1 player, shoot-'em-up, SP5
An odd maze-based scrolling shoot-'em-up where you guide a dragon down baddy-infested passages. It looks tacky but is actually quite good. Not much of a challenge, though.

TAZ-MANIA (US/UK) 54%
THQ, 8 Mbit
1 player, 'running game!', SP9
The only 'running game' on the SNES (like a driving game, but you're on foot!), with a brilliant scrolling road, but very little gameplay.

TERMINATOR (US/UK) 59%
Mindscape, 8 Mbit
1 player, shoot-'em-up, SP7
Average film-based shoot-'em-up that copes with the film side OK, but fails to make much of the game. Dark graphics, but, admittedly, a great soundtrack.

TEST DRIVE II: THE DUEL (US/UK) 58%
Accolade, 8 Mbit
1 player, driving, SP6

A fairy good conversion of the PC original to Super NES, but it's difficult to control so you tend to crash all the time. Very unexciting driving feel too.

THUNDER SPIRITS (JAP/US) 73%
Toshiba EMI, 8 Mbit
1 player, shoot-'em-up
A conversion of the well respected Mega Drive game *Thunderforce 3*, but it isn't as good on the Super Nintendo – slow-down really spoils it! Everything else is very similar to the Mega Drive game – ie no effort has been made to use any of the special features that the SNES can offer – which results in rather a missed opportunity.

TINY TOONS (JAP/US/UK) 89%
Konami, 8 Mbit
1 player, platform, SP5
The ultimate in cartoon-style graphics, animation and sound, with bags of variety and challenge. It's in danger of being *too* cute, but it's impossible not to love it.

TKO BOXING (US) 38%
Alternative name: World Championship Boxing (JAP)
Sofel, 4 Mbit
1 or 2 players, sport
Boxing games are difficult to pull off, and this is the kind of thing that happens as a result. It's well presented, but the gameplay is really simplistic and gets boring fast. Steer well clear.

TOP GEAR (US/UK) 76%
Alternative name: Top Racer (JAP)
Kemco, 4 Mbit
1 or 2 players, driving, SP3
The screen is divided down the middle so two players can compete – it's dull as a one-player game. Developed by Gremlin, so fans of their *Lotus* games will be on familiar ground here. No smooth Mode 7 graphics or elaborate trackside detail, just lots of fast driving fun.

TOYS (US) 24%
Absolute, 8 Mbit
1 player, shoot-'em-up, SP9

Very sad and boring film conversion, with awful graphics.

TURTLES IV: TURTLES IN TIME (JAP/US/UK) 84%
Konami, 8 Mbit
1 or 2 players, beat-'em-up, SP2
A very good beat-'em-up. Superb graphics, some clever characterisation, frantic gameplay, and a load of different levels means plenty of fun. On the downside, it does get repetitive, and doesn't take long to finish.

2020 SUPER BASEBALL (JAP) 85%
K Amusement Leasing (KAC), 12 Mbit
1 or 2 players, sport, SP8
Baseball as it should be played (albeit by robots). A brilliant conversion of the top Neo Geo game.

ULTIMATE FOOTBALL (JAP) 51%
Sammy, 8 Mbit
1 or 2 players, sport
American football – what a crazy sport,

eh? Still, that needn't prevent *Ultimate Football* from being a decent game. But this is so limited in scope and technical merit that it's really only for footy fans.

ULTRAMAN (JAP/US/UK) 35%
Bandai, 8 Mbit
1 player, beat-'em-up
At first it's laughable: a ridiculous-looking giant superhero beating up monsters that look like people in rubber suits. But then you realise that's how it's meant to be. This is based on those dreadful Jap disaster movies you see on Channel 4. Laughable.

ULTRASEVEN (JAP) 45%
Bandai, 8 Mbit
1 or 2 players, beat-'em-up, SP9

Funny, but tacky, Godzilla-style beat-'em-up, packed with totally ridiculous space monsters.

UNCHARTED WATERS (JAP/US) 37%
Koei, 8 Mbit
1 player, strategy, SP7
A naval strategy game where you sail around a map, trading goods, expanding your fleet and fighting other ships. It won't last you long – as it's all so incredibly boring.

UN SQUADRON (US/UK) 91%
Alternative name: Area 88 (JAP)
Capcom, 8 Mbit
1 player, shoot-'em-up, SP1
Brilliantly designed pseudo-conversion of the coin-op, and one of the best games on the Super Nintendo. Although it does slow down in places, the action is still really exciting. Sonically average, but graphically superb, and a *Super Play* favourite.

USA ICE HOCKEY (JAP) 60%
Jaleco, 8 Mbit
1 or 2 players, sport, SP8
This one is graphically fine, but with far too much slow-down to play a decent game of ice hockey. Go for *NHLPA Hockey* instead.

USHIO AND TORA (JAP) 35%
Yutaka, 8 Mbit
1 player, action, SP7
A very poor scrolling cut-'em-up, where you only have two moves and infinite continues. Adds nothing to the genre.

VOLLEYBALL TWIN (JAP) 76%
Tonkin House, 8 Mbit
1 or 2 players, sport, SP4
Volleyball from the people who brought us *Super Tennis*. The slow scrolling tends to knacker your chances of receiving the ball from time to time, but otherwise it plays pretty solidly (and the Beach Volley is something else).

WAIALAE COUNTRY CLUB (JAP/US) 82%
T & E Soft, 8 Mbit + BB
1 to 4 players, sport
The second of three golf games all using the same programming and graphics (the other two being *Augusta Golf* and *Pebble Beach*), but all representing different courses. Accurately depicted and probably the best golf series on the Super NES by far.

WARPSPEED (US/UK) 32%
Accolade, 8 Mbit
1 player, shoot-'em-up, SP7
Very dated and very crudely presented space shoot-'em-up in the *Wing Commander* mould. When you've got the brilliant *Starfox* to choose instead, there's just no comparison.

WAYNE'S WORLD (UK) 26%
THQ, 8 Mbit
1 player, platform, SP9
'Not worthy, not worthy' – and we'd agree. Funny graphics, awful game.

WHEEL OF FORTUNE (US) 19%
Gametek, 4 Mbit
1 to 2 players, quiz, SP2
A tedious quiz-show conversion. A guest appearance by Vanna White is perhaps the only reason we actually bothered to give it a mark at all.

WING COMMANDER (US) 60%
Mindscape, 8 Mbit
1 player, shoot-'em-up, SP5
A big 3D spaceship sim/shoot-'em-up-type thing. Overrated in its original PC form, and a less-than-sparkling Super Nintendo conversion doesn't help matters. But, having said that, it's not actually *bad*.

WINGS II (US) 71%
Alternative names: Sky Mission (JAP), Blazing Skies (UK)
Namco, 4 Mbit
1 player, shoot-'em-up/simulation, SP2
Not quite as impressive as the screenshots (see *Super Play* issue 2) make it out to be, but this is still an attractive and atmospheric World War I game. It's also the only existing Super Nintendo flight sim where you can actually shoot things

WORDTRIS (US) 40%
Spectrum Holobyte, 4 Mbit
1 or 2 players, puzzle, SP6

A *Tetris*-based puzzle game, with some potential. However, assorted glaring faults (chiefly that it gives you absolutely no time to think, resulting in far too great an element of luck) make it one to avoid.

WORLD CLASS RUGBY (JAP/UK) 74%
Imagineer, 4 Mbit
1 or 2 players, sport, SP6
The only rugby game on the SNES, and a good one at that. Imagine a polished *Kick Off* with odd-shaped balls and you're there.

WORLD LEAGUE BASKETBALL (UK) 84%
Alternative names: NCAA Basketball (US), Super Dunkshot (JAP)
HAL, 8 Mbit
1 or 2 players, sport, SP4
Famous for its 3D graphics – the pitch spins and zooms in and out impressively. It's got brill sound effects, and it plays great basketball. A bit confusing, but otherwise fab.

XAK (JAP) ?%
Sunsoft, 8 Mbit + BB
1 player, RPG
Another Japanese overhead-view RPG, with fairly basic graphics and lots of incomprehensible text.

XANDRA'S BIG ADVENTURE (JAP) 85%
Namcot, 8 Mbit
1 player, platform, SP1

An obscure platform game that ought to be better known, with a great central character. Controls are versatile and unusual and the game's really tough. A fair bit of Jap text spoils things, but if you're adventurous, it's great fun.

XARDION (JAP/US) 26%
Asmik, 8 Mbit + BB
1 player, shoot-'em-up/platform
From the makers of *D Force* is another disaster! – an *E-SWAT* clone – you control a robot through different zones, each with a guardian. Sounds okay, but dreadful graphics, awful sonics, and pathetic gameplay and structure ruin it.

X-ZONE (US) 55%
Kemco, 4 Mbit
1 player, shoot-'em-up, SP6
Nice bit of kit, that Super Scope – shame about the games. This has the dubious distinction of being the best so far, but it still ain't saying much. Oh dear.

YS III (JAP/US) 72%
Tonkin House, 8 Mbit + BB
1 player, RPG

Not as good as the prequel (*YS Books 1 & 2*) on the PC-Engine CD ROM, but still a top quality RPG. Instead of an over-view of the landscape, you get a scrolling side-on perspective. It's not as big as the first two games, but it's fun.

ZAN II (JAP) ?%
Wolf Team, 8 Mbit + BB
1 player, strategy
A pretty full-screen map view – and plenty of territory to conquer, but working out what else it boasts proves difficult. Another unintelligible-to-Brits war game. Impossible to judge.

ZELDA: A LINK TO THE PAST (JAP/US/UK) 93%
Nintendo, 8 Mbit + BB
1 player, RPG, SP2
A brilliantly designed and implemented adventure that puts similar games to shame, in the same way as *Super Mario World* dominates the platform world. This is, of course, fab, though *Zelda* addicts may complain it's not quite as long and drawn out as previous games.

If a game's not in What Cart?, then tell us. Send the details with a short review to: *Super Play*, 30 Monmouth Street, Bath BA1 2BW.

SUPER PLAY CLASSIC

There are lots of gems among the SNES's back catalogue if you look hard enough. But how do you tell the duffers from the classics? Well, you won't find any duffers in *Super Play* Classics, that's for sure...

LEGEND OF THE MYSTICAL NINJA

No. 1

When this game first appeared on Japanese import almost two years back, importers named it '*Goemon The Warrior*', not realising that 'Ganbare Goemon' actually means 'Go for it, Goemon!', and refers to the hero of the game, a popular Japanese folklore character who Konami adopted. In fact, it's amazing that it ever got a US release at all, in the light of its strong Japanese flavour.

So what makes the game so much fun? Is it the wacky, off-beat sense of humour? The fabulous backdrops and characters? How about the sheer variety of play-styles and challenging action? It's certainly true that few games manage to use 8 Mbits as effectively as this. Ten stages, each one divided into sub-sections, are crammed with dozens of little secret rooms, shops and sub-games, and the imagination that's gone into everything really shines. Just think – what other game has a jumping lampshade-seller boss? Where else can you play a close replica of the *Gradius* coin-op in a tent? Or indulge in a spot of horse racing? If I had to pick a fault with it, it would have to be the slow-down that occurs when too many sprites are on screen – a common problem with older games but, in this case, one that's easily overlooked.

US/Japanese Release

Game: Legend of the Mystical Ninja (US)
Alternative name: Ganbare Goemon (Jap)
Publisher: Konami
Released: July 1991 (Japan), January '92 (US)
Players: 1 or 2 simultaneously
Cart ROM: 8 Mbit

Sadly, Konami have no plans to release *Legend Of The Mystical Ninja* in Europe because the game's been around for so long on grey import. So it's time to get yourself an adaptor and start hunting around for a copy, we reckon. (The best place to start your search is in our Supermarket pages where second-hand copies might be knocking about.)

OVERALL SCORE: 90%

SUPER MARKET

Want some FREE ADS? You've got 'em!

Looking to buy a new machine, or swap or sell a game? Then you've come to the right place – Supermarket, Britain's biggest, brightest and – yes! – best free ad pages!

HARDWARE FOR SALE

- UK SNES, two joypads, PAL and SCART leads, *Mario World*, all boxed with instructions, £110 ono. US Angler joypad £8. All as new. Tel: (081) 863 6008, after 6pm.
- Atari STE 520 with 1b upgrade, 15+ games inc, *FIGP*, *Final Fight*, *Sim City* and more. Lots of business software for sale for £200 ono. Tel: (0608) 661894.
- UK Super NES four games inc, *Mario Kart*, *NHL Hockey*, *Castlevania IV*, convertor and turbo joypad, four months old. £200 or swap for an Amiga. Tel: (0993) 842960.
- UK SNES for sale with *WWF*, *Mario Kart*, *Street Fighter II* and *John Madden '93*, extra SN ProPad and US convertor. Great condition £220 ono. Tel: (0375) 678234, after 5pm.
- NES for sale, five ace games including: *SMBI*, *Megaman 2*, *Joe & Mac*, *New Zealand Story*, *Track & Field*, two joysticks, £130 ono. Tel: Mike (0924) 829128.
- Commodore 64, cassette player, two joysticks, approx £150 ono. Tel: (081) 340 9444.
- Amiga 500 with 2mb upgrade, extra disc drive software and 24-bit DCTV ROM. Sell for £550 or swap for PC486. Tel: Brian (081) 395 2721.
- For sale, Sega Master System 2, includes four games, two controllers, all boxed perfect, genuine reason for selling £85 ono. Tel: (0252) 628204.
- NES for sale. two games NES advantage, Zapper (light gun), games caddy, controllers, wires, etc. Excellent condition. £180. Tel: (0474) 365639.
- Game Boy for sale with 11 games & Game Light, magnifier worth £340, sell for £180 ono. Tel: Matthew (0272) 574111, after 6pm.
- Mega Drive for sale, excellent condition, seven games, one arcade power stick, one joypad, Jap convertor. Sell for £300 ono. Tel: (0772) 312815.
- SNES for sale. UK *Street Fighter II*. Pack work's with PAL or SCART TV's, two months old. Tel: Phil (0452) 812598.
- Mega Drive for sale, nine top titles inc: *Streets of Rage II*, *Ecco Road Rash II*, *NHL Hockey '93*, *Powermonger*, and others. £260 ono. Tel: (0582) 583758.
- Super NES + four games; *Super Mario World*, *SFII*, *Ghouls 'n' Ghosts*, *Pilotwings* and two pads. Special, £200. Tel: (05394) 45022.
- SNES for sale, three joypads, 13 games, convertor, all boxed as new. Six months old. Make me an offer! Tel (081) 660 7245, evenings only.
- Super NES for sale with *SFII*, mint condition. £110 ono, no wasters. Tel: (0270) 876633.
- Super Nintendo, 17 games, excellent condition. £150, crazy yes, quick sale needed, or swap for a Mega Drive with good games. Tel: (0305) 834670.
- Sega Mega Drive plays all carts with *Strider*, *Golden Axe*, *Super Shinobi*, *DJ Boy*, perfect condition.£150. PC Engine boxed with *Super Wonderboy*, £100. Prices include courier delivery. Tel: John (08206) 30359.
- Super NES (US SCART), two joypads, *Street Fighter*, *Krusty's*, *Super Mario World* and players guide. Two months old. £150. Tel: Dave (021) 4564226.
- Atari Lynx II handheld with power supply, four games: *Cyberball*, *Turbo Sub*, *Gauntlet & Warbirds*. Only £60. Tel: (081) 852 6731, after 6pm.
- Philips colour stereo monitor £99. Must be collected. SNES games, US *Wings* £20. *Prince Of Persia* £25. Jap *Axelay* £25. Tel: (0322) 279457.
- US Super NES for sale. Two pads, *Street Fighter II*, *Mario Kart* and *Mario Paint*. Plus another game and convertor all new. Tel: (031) 6607121.
- UK Super NES, convertor, 10 games; *Axelay*, *SMB*, *SFII*, *Fatal Fury*, *Zelda*, *Parodius*, *Top Gear*, *Final Fight*, *Pilot Wings*, *Mickey Mouse*. Sell for £400. Tel: (031) 6572056
- Commodore 64 + over 200 games, three joysticks, hi-fi lead. All games load and boxed, excellent condition. £120 ono. Tel: Paul (021) 4535898, after 4pm.
- PAL/SCART PC engine + CD ROM + 21 games, inc: *Splatterhouse*, *Street Fighter*, *Salamander*, *PC Kid*, *Legendary Axe*. Tel: (061) 9620204.
- PC Engine for sale. Three top games and family joystick (as seen in *GamesMaster*) 60Hz. SCART. £150. Tel: Jim (0482) 829651.
- SNES with four games, two joypads and adaptor for £230 ono. Consider swapping for Neo Geo. Tel: Ryan (0786) 822456.
- UK SNES for sale with *SFII*, *Mario World*, *Mario Kart* & *Mystical Ninja* carts, SN ProPad, adaptor and mags. All excellent condition, only £200. Tel: (0257) 272194.
- Atari Stem, all leads, four joysticks, mouse and pad, over 150 games, sell for £180. Tel: (0438) 350125.
- Game Boy with seven games, sell for £95. Tel: (031) 2295191.
- NES for sale with light gun, six games, all in excellent condition. All for £100. Tel: Daniel (0742) 436877.
- UK Mega Drive for sale. 11 games including *SORII*, *Sonic 2*, *Ecco The Dolphin*, *Revenge Of Shinobi*. Extra control pad. Only £185. Or will swap for *SFII* pack. Tel: Laurence (0708) 471855.
- US SNES SCART, three months old. Two pads, two games *SFII* and *SMWIV*. All boxed, excellent condition, £150 or best offer. Tel: (0670) 530478.
- Atari ST for sale with two joysticks and mouse, comes with 45 games. All boxed with manuals. Tel: (0476) 860007.
- Atari 520 ST inc Star DP510 printer, mouse 34 top games inc, *Microprose Golf*, *Whirlwind Snooker*, hardware, plus demo's and mags, for £200. Tel: (0734) 471850.
- PC Engine GT plus four games, excellent graphics, good condition, worth £300. Sell for £200. Tel: (0702) 469518.
- Super Nintendo, two joypads and two games, US/Jap convertor, boxed £145. Tel: (0234) 351270.
- Game Gear (Sega) with Tu-tuner, battery pack, Master-Gear and 14 games including *Sonic 1* and *2*, *Prince Of Persia* and *Batman Returns*. I paid over £500 new, you pay only £320, saving £180! Tel: Haresh (0274) 727961.
- Super NES SF pack and *Super Probotector*, *Batman Returns* and adaptor (plays *Starfox*), sell for £185 or swap for Neo Geo + game. Tel: (0722) 714556.
- Game Boy with five games inc. *FI Race*, boxed. Perfect condition only £100. Tel: (0438) 811501.
- US Super Nintendo with SCART games include *Street Fighter*, *Mario*, *Actraiser* and *Mystic Ninja*. £225. Tel: (0788) 565423.
- SNES, one pad, *Super Mario World*, *Zelda*, *Street Fighter II*, *Turtles In Time*, *Actraiser*, all UK stuff plus a convertor and *Soul Blazer*. Only FOUR months old, £250, no offers. Tel: (0376) 551967, between 8.30 and 9.30pm.
- SNES, boxed under warranty, includes two controllers, convertor, *SFII*, *Mario Kart*, *UN Squadron*, carry case, free mags, £150. Tel: Brian (0993) 704315 (Oxford area).
- UK SNES with *SFII* and *Mario Kart*, two joypads, leads, Universal Adaptor and SNES case. Worth £280, sell £200. Tel: (0538) 723322.
- C64. Loads of games mags, manuals, joysticks, good condition. £90 or swap for a Game Boy a Game Gear or SNES games. Tel: (0252) 733250.
- Super Famicom (Scout) excellent condition; two joypads, PSO and 14 top games including *Super Star Wars*, *Street Fighter II* and *Mickeys' Magical Quest*. Also Jap to US convertor and lots of magazines. £380 ono. Tel: (0532) 862280, after 6 pm.
- Super NES with two joypads, *Mario Kart* game and magazines. Boxed as new only £100! Tel: (0734) 873033.
- Commodore 64 and over 200 games. Three joysticks, hi-fi lead. All games load and all boxed, excellent condition. £120 ono. Tel: Paul (021) 4535898, after 4pm.
- For sale! Top of the range Tamiya Egress R/C model car. Full spec. Great cond. Lots of spares! £150 ono. Quick sale. Tel: (Peterborough) 560535.
- Super NES with two joypads, *Mario Kart* game and magazines. Boxed as new. Only £100. Tel: (0734) 873033.
- Game Boy with eight games, inc: *Tetris*, *Tennis*, *Space Invaders*, *Pipe Dream* and *Alien*. Just £130. Tel: David (0902) 741915
- UK Super Nintendo, with nine carts including *Pilotwings*, *Axelay* and adaptor. All boxed with guarantee. £260, or swap Neo Geo or Amiga stuff. Tel: Graeme (0908) 661137.
- UK SNES, two joypads, *Street Fighter II*, *Axelay*, *Super Mario Kart* and *Super Mario World*, boxed and in good condition. Sell £170. Tel: (0206) 48193, after 5pm.
- Mega Drive for sale, includes 14 games, two joypads, excellent condition. Must be able to collect. Offers? Tel: (0543) 491746.
- SNES *SFII* pack, including two controllers, five top games (*Mario Kart* etc). Mint condition. £260 ono. Tel: (0228) 31671, after 4pm.
- Electronic keyboard (Yamaha). Perfect condition, £80 ono Tel: (0923) 269 393.
- Super Nintendo, only three months old, with *SFII*, *Arcana* and *Sim City*, plus a US/Jap converter and an extra Quest control pad. Only £200. Tel: Anthony (0276) 33659.
- UK SNES with two joypads and three games, inc *Mario*, *SFII* and *Kick Off*, plus an Action Replay. All for £210 ono, still boxed. Tel: Warren (0706) 627 408.
- Spectrum +2, 128K, for sale with a few games, or swap for any SNES game. Offers. Tel (0206) 825148. Must collect.
- UK SNES, two pads, Jap/US converter, *Tiny Toons*, *SFII*, *Prince Of Persia*, *Super Mario Kart*, *Super Tennis*. £250 ono and mono monitor, 1Mb only. Tel: Matt (0709) 382022.
- Super Nintendo, two joypads, converter, six games inc. *SFII* and *Super Mario Kart*, monitor (for speed, better graphics and stereo sound): £400 ono. Tel: (0946) 62013.
- SNES for sale, two controllers, Jap/US convertor, Scope and games, *Street Fighter II*, *Mario World*, *Jimmy Conners*, all boxed as new. Worth £380, sell for £230 ono. Tel: (0824) 702812.
- Amiga 500, 1 meg, joysticks, lots of games (inc *Flash Back*), magazines, manuals. Still boxed, only £200 ono. Tel: Paul (081) 657 5610, after 5pm.
- Atari Lynx with five games inc, *Batman Returns* and *Awesome Golf*, also with carry case, ac adaptor and battery pack. As new, £135. Tel: (0349) 853112, after 4pm.
- SNES (US SCART), with *Zelda III*, *Super Tennis*, *Super Mario World*, two controllers (one normal, one Ascii), all leads etc. £90 for quick sale. Tel: Matt (02806) 346.
- Amiga 500+ *Cartoon Classics*, one Python and one Maverick joysticks, various games. Disk box, dust cover. All boxed, hardly used: £250. Tel: (07842) 55279.
- US SNES with UK *Dragon's Lair*, adaptor and one pad. SNES in perfect condition, unused, unwanted present, £110 ono. Tel: Jeremy (0264) 781840.
- Neo Geo, two controllers, 1 meg card, four games (including *Fatal Fury 2* and *Soccer Brawl*). £750 ono. Tel: David (0204) 373655.
- Super Nintendo with *Mario Kart*, one pad, all boxed. Swap for 8-bit PC Engine. Tel: Dave (0732) 870525.

WANTED

- SNES (and Mega Drive), good quality second-hand games bought and sold. Sell *Bart's Nightmare* £28. Will pay good prices. Tel: (0634) 844999, 6-9pm.
- Japanese comics wanted, in bad or good conditions. Tel: (0035) 375973, after 2pm.
- Wanted: *Super Play* issue 3, complete and with no cutting inside. Will pay £5. Tel: (081) 892 2177, between 6-9pm.
- *Final Fight* (Jap), pay £30. Hori Fighting Stick, pay £30. *Pop'n Twinbee*,

Tiny Toons and *Valken* also wanted. Tel: Steve (081) 460 0343.

● Game Boy wanted with one game. Will pay £40. Tel: Andrew (0509) 261900, Leicester or Nottingham area.

● All UK/US/Jap SNES games wanted. None refused, cash waiting. Tel: Ben (081) 968 6933, after 6pm.

● Wanted: Commodore 64 and *Soccer Boss*. I'll pay up to £20, or swap for *Super Soccer*. Tel: (0737) 6421220.

● Please, please, please etc. I would like a Pro Action Replay cart. Tel: James (0543) 264282.

● Will pay £2 for issue 3 of *Super Play*, with or without calendar. Tel: David Ross (0324) 824770.

FANZINES

● New fanzine based on SNES gear, with free gift. Only 50p. Tel: Kevin (0269) 850212, between 4.40 and 8pm.

MESSAGES AND EVENTS

● *Mean Machines*, issues 1-24. Best offer taken. Tel: Giles (081) 543 2369.

● Anyone fancy a chat about SNES games or anime? We could arrange possible swaps, PAL or NTSC. Tel: (0745) 583709.

SWAPS

● Swap my two Game Boy games (*Super Kick Off* and *Bart Simpson's Escape From Camp Deadly*), my Game Light and Game Boy Game Pak carry case for your SNES *Super Tennis* (UK). Tel: (021) 3554144.

● Swap my *Super Castlevania IV* (UK) for *Desert Strike/Contra II* and *Exhaust Heat* (Jap) for *Super Tennis*. All games boxed and instructions included. Tel: (0438) 350125.

● Is there anyone in Fife who would swap *Lemmings*, *Mario Kart*, *UN Squadron* or *Desert Strike* for my *Street Fighter II*? Tel: Gary (0333) 429328.

● Swap *Super Soccer Champ* or *Super Mario World* or *Rampart* or *Actraiser* or *Castlevania IV* or *Top Gear* for *Wing Commander* or *Drakkhen* or *Turtles IV* or *Another World*. Tel: (0223) 413921.

● American SNES games to swap: 12 in total. All are in absolutely mint condition. Yours must be US also. Tel: (0656) 732962.

● I have *Sim City*, *WWF* and *Mario V* (UK) and *SFII* and *NHLPA Hockey* (US). I want to swap for *Super Star Wars*, *Axelay*, *Prince Of Persia*, *Tiny Toons* (any UK or US game considered). Tel: (0272) 653667.

● Swap my *Mario World*, *Wrestlemania* or *Sim City* for *SFII*, *John Madden '93*, *Super Tennis*, *Axelay* (UK), or open to US/UK offers. Tel: (081) 747 9362.

● I have UK *Ghouls 'n' Ghosts*. I want *Super Castlevania IV* or *Actraiser* (must be UK). Tel: (0256) 468926.

● Swap my (UK) *Zelda III* and *Super Mario World* for *Pilotwings*, *Super Tennis*, *SFII*, *NCAA Basketball*. Loads of others wanted too. Tel: (091) 2511483.

● *Street Fighter II* for £35. Swap *Super Double Dragon*, *Joe & Mac*, *Smash TV* for *Axelay*, *UN Squadron*, *Sonic Blast Man*, *Final Fight Guy*, *Turtles* or others. Tel: (0582) 455461.

● Swap *Zelda III* (UK) for *Sim City*, *Desert Strike*, *Mario Kart*, or *Populous* (UK). Tel: (031) 229 5079.

● Swap *UN Squadron* (Jap) for your game, especially *Super Mario Kart* or *Super Probotector*. Tel: Matthew (0924) 826696.

● Swap UK *Ghouls 'n' Ghosts* or UK *Zelda III* for *Probotector*, *Axelay*, *Dragon's Lair* or *UN Squadron*. Tel (0453) 766911.

● Swap your Atari 1040 STE for my UK SNES with *Mario V* and *Super Aleste*, plus Game Boy with four games! Tel: (0243) 785815. (Chicester area.)

● I will swap *Dragon's Lair* for *Super Mario Kart*, *Super Star Wars*, *Super Mario World* or *Super Ghouls 'n' Ghosts*. Tel: (0332) 862041.

● Will swap UK *Super Soccer* for any good UK game, especially *Final Fight* or *Sim City*. Tel: Kevin (0935) 823 977, after 6pm.

● Swap *F-Zero* (UK), boxed with instructions, for your *Super Mario Kart* (UK), boxed with instructions. Tel: (0364) 53720.

● I will swap my *UN Squadron* (UK) for *Prince Of Persia*, or any offers. Tel: (0926) 50324.

● Will swap *Super Ghouls 'n' Ghosts* (Jap) for *Castlevania* or *F-Zero* (UK, US or Jap). Tel: Oliver (0709) 873718.

● Swap *Pilotwings*, *Actraiser*, or *Krusty's Fun House* (all UK, all boxed) for *Soul Blazer*, *Bart's Nightmare*, decent RPGs or any good game (UK or US). Tel: (031) 3322190.

● I will swap *SFII* or *Mario* or other good games! *Bart's Nightmare*, *Super Mario Kart*, *Probotector*, *Zelda III*, etc. Tel: (0923) 825091.

● I will swap *Smash TV*, *Wrestlemania* or *Mario V* for *Turtles V*, *Super Soccer*, *Kick Off*, or *Ranma 1/2*. Tel: (0369) 83646.

● Swap US *Final Fight* for another good game. Tel: Karl (021) 4448513.

● Swap (or sell) *Mario V* (with instructions but no box) and UK *Kick Off* for any other UK SNES games. Ring (0422) 340119, after 6.30pm.

● Swap *Smash TV/WWF/Zelda/Top Gear/Super Ghouls 'n' Ghosts* for any other games, preferably *UN Squadron/ Final Fight/Ranma 1/2* etc. Tel: (0257) 264952.

● Swap boxed Super Nintendo with *Super Mario* plus two control pads, five Mega Drive games and boxed Maverick 3 control stick (for Mega Drive). All games are boxed with instructions. Swap for US Super NES with games. Tel: Ricky (081) 368 7486.

● *Super Mario* and *Probotector* to swap for *Mickey's Magical Quest* or *UN Squadron*. Tel: (0451) 32271.

● I will swap UK *Street Fighter II* for *Mickey's Magical Quest*, *Fatal Fury* or *Super Star Wars*, any versions. Also Swap US version of *Desert Strike* for *Madden '93* or *Axelay* (any versions). Tel: Phillip (0392) 69752.

● I will swap *Super Mario V* or *Pilotwings* (UK) for *F-Zero*. Contact Marc (0282) 415813.

● Swap my *Robocop 3* (UK) for another UK game (anything considered). Tel: James (0294) 5893336, after 6.30ish.

● Swap SNES with four top games, two joypads, only eight weeks old, for Turbo Duo. Tel: (091) 4551399.

● Super NES with *Street Fighter II*, *Axelay*, *Super Mario Kart*, *Super Probotector*, two controllers. All in good condition. To swap for an Amiga 600. Tel: Jamie (063) 578140.

● UK *Bart's Nightmare* + *F-Zero* for any game. Tel: Doz (0224) 637670.

● *Turtles* or *WWF* to swap for either *Mario Kart*, *Human Grand Prix*, *Prince Of Persia* or *Legend Of The Mystical Ninja* (US). I will swap my *Super Mario Kart* for *Tiny Toons* (US), *Super Star Wars* (US) or *Final Fight* (US). Tel: (0283) 66626.

● Swap my *Pilotwings* for *Super Mario World* (UK). Mr K Ceaser Tel: (0709) 370149.

● Swap my *Rival Turf* (UK) and *Turtles In Time* (UK) or *Super Mario World* (UK) for *Tiny Toon Adventures* (UK). Tel: David (091) 2344688.

● Swap my radio-controlled Toyota Celica (with radio controller and battery charger) for two (UK) SNES games. Anything considered. Tel: James (0294) 58336.

● Swap my *Super Mario World* (UK) for most games (UK only). Tel: David (0704) 537131.

● Swap my original *Bad Bad Deal* for your *Ranma*. I'll give you *Axelay*, *Wing Commander* or *UN Squadron*. Tel: (0264) 366375.

● Swap *Jeopardy* (US – unwanted comp win, unused) for any UK SNES games. Tel: Jim (0325) 365257.

● Swap my UK *Street Fighter II*, unboxed with instructions, for Super Scope, or my UK *UN Squadron* for *Zelda: A Link To The Past*. Tel: Graham (0634) 682415.

● Wanted: *SFII* to swap for my *F-Zero* plus £5, or my *F-Zero* for your Action Replay. Tel: Paul (0793) 533764.

● Swap my UK *Bart's Nightmare* or *Turtles In Time* for Action Replay or Pro Action Replay. Tel: Mark (0222) 883733.

● Swap UK SNES with *Street Fighter II*, *Populous*, *Castlevania IV* and convertor for SCART/PAL monitor. Tel: Pete (0226) 764735.

● I have SNES *UN Squadron*. Will swap for any good RPG or golf game. Tel: (0555) 894506.

● Swap my Amiga 500, software, mouse, joystick, etc for SNES with games Tel: (0602) 813790.

● I have a Super Nintendo with four games and Commander Control Pad. Swap for an Amiga 500 with games, joystick and mouse, if possible. Tel: James (091) 5160502.

● I will swap my *Super Mario IV* (UK) for your US or UK version of *Turtles In Time*. Tel: Christopher (0234) 360265.

● I will swap you *Super Soccer* and *Sim City* for *Top Gear*, *World Class Rugby* – all UK. Tel: Jackson (0734) 566206.

● Swap *Mickey's Magical Quest* (US), *Turtles In Time* (US), *Contra III* (US) or *Ghouls 'n' Ghosts* for *Tiny Toons*, *Super Star Wars*, *The Lost Vikings*, *Desert Strike* or *Parodius*, one for one. Tel: Neil (091) 565429.

● Swap my *Another World* (UK) for your *Prince Of Persia* (UK). Must be in good condition. Tel: Thomas (0252) 511776.

● Swap *Super Soccer* (UK), *Contra III* (US), *Super Star Wars* (US), *Mario World* (UK) and *Street Fighter II* (US) for any good games. Tel: Paul (0394) 278258.

● *Parodius* (Jap) and box, with instructions, will swap for any decent game or Game Genie or Action Replay. Tel: Patrick (0423) 331162

● Swap (US) *Actraiser* for *Ranma 1/2 Part Two* (Jap) or *Super Tennis* (US). Tel: (081) 464 7163, after 6pm.

● Philips CD for sale £300, or swap Amiga 1200. Tel: Brian (081) 395 2721.

● Wanted badly: *Zelda III*. Will buy for £15–£25, depending on condition, or swap for *Super Tennis* or *Super Soccer* (UK). Tel: Ben (0268) 752137

● I'll swap *Turtles IV* (US) for *Super Star Wars* (US) or *Starfox* (US). Tel: Stuart (0234) 742825, after 4.30pm.

● Swap my *Super Soccer* (Jap) for Action Replay cartridge, or swap *SFII* for *Starfox*, *Super Star Wars* or *Tiny Toons*. Tel: (031) 6678180.

● I have UK *Super Castlevania* (91%) and US-with-adaptor *UN Squadron* (91%). Also UK *Mario IV* (94%). Swap for any good SNES games or sell. Tel: Gavin (081) 4467252.

● Swap *Exhaust Heat* (Jap), *Castlevania IV* (UK) for *Zelda*, *Super Probotector*, offers. Or sell for £25 each. Tel: Mark (0727) 862082.

● I will swap or sell *Mario V* (£30). Games wanted: *NHLPA Hockey*, *Mickey's Magical Quest*, *Desert Strike* or other decent games. Tel: (0533) 890793.

● UK *Mario World*, unboxed, will swap for any games, especially unboxed *SFII*. Also, issue 3 *Super Play* will pay £3.00-£3.50 Tel: Simon (0276) 29996.

● Will swap SNES *Castlevania IV* (UK) for any of *Krusty's Fun House*, *Lemmings*, *Prince Of Persia*, Super *Mario Kart*, *Addams Family*. Must be (UK) boxed with instructions. Tel: Kevin (0482) 831743.

● Swap your Super NES with two or three games for my Mega Drive, which comes with four games, including *Simpsons*, *Sonic 1* & *2* and *Taz*. Tel: Martin (021) 6287013.

● I will swap my *Mario World* for your *F-Zero*, *Jimmy Conners' Tennis* or *Mario Kart*, or will sell for £25. Tel: Garry (0933) 680920.

● Swap my UK *Super Tennis* for *UN Squadron*, *Actraiser* or *Assault Suits Valken*. Tel: Jonathan (0287) 76462.

● I want to swap my Angler joypad for ordinary SNES control pad and £7. It's still boxed as new. Must be boxed and great condition. Tel: Bryan (0501) 31813.

● Swap boxed SNES with *Super Mario Land* and *Street Fighter II* (US), adaptor and six MD games, plus Maverick 3 Control Stick for MD. I want US SNES with six games. Tel: (081) 368 7486.

● Swap *Super Soccer* (UK) and *Another World* (US) for *NHLPA Hockey* and *WWF Wrestlemania* or *Human Grand Prix*. Tel: Alan (0287) 654013.

● I will swap my (UK) *Desert Strike* or my (UK) *Dragon's Lair* for (UK) *Pilotwings* or any other good (UK) games. Tel Graeme (091) 4143446.

● I will swap my *Super Tennis* or *Super Mario World* for *Super Probotector*, *Dragon's Lair*, *Super Star Wars* and *Mickey's Magical Quest*. Tel: Nick (0455) 274826

● I will Swap my Super NES with *Mario*, *Super Tennis* and *Mario Kart* for Amiga, two joysticks and mouse if possible. Tel: Nick (0455) 274826

● Swap my (UK) *Super Probotector* for *NHLPA Hockey '93* (UK or US). Tel: Paul (0920) 871411

● Swap my *Pugsley's Scavenger Hunt* (US) for either *NHLPA '93* (US) or *Star Wars* (US). Tel: Robert (Norfolk) 419534.

● Swap my two games (*Dragon's Lair* or *Pilotwings*) for anything apart from *Mario IV*. Tel: Glen (0642) 633 284.

● Swap my *Super Ghouls 'n' Ghosts* (UK) for any good games (UK or Jap or US). Tel: Kevin (London) 749 7025.

● I have *Super Castlevania IV* for the Super NES (UK), and will swap for almost any other SNES game (UK). Tel: Ryan (0376) 584190.

● *King Of The Monsters* (US). Will swap for *Assault Suits Valken* or *Pilotwings*. Tel: Jonathan (061) 6205601.

● Swap my Atari Lynx with mains adaptor, active mini-speakers, headphones and six games, inc *Batman*, *Ninja Gaiden*, *Shadow Of The Beast* for three Super NES games. Tel: David (081) 5708482.

● Swap *SFII* or *Exhaust Heat* for *Pilotwings*, *Super SWIV*, *Fatal Fury*, *Bart's Nightmare*, *Final Fight* or *Desert Strike*. Tel: John (0733) 269684.

● Swap UK *Street Fighter II* for any good games. Comes with full instructions. Tel: Guy (0872) 75844.

● Swap *Lethal Weapon* (UK) for any other games. Tel: Gavin (0865) 241597.

● Swap my complete boxed *Batman Returns* (US) for *Super Star Wars*, or sell for £31. Also want *Starfox*: good price given. Tel: D Thomas (0287) 660183.

● Swap my *Sim City* (UK), boxed, mint for *Legend Of The Mystical Ninja*/*Prince Of Persia* or any good RPG (UK/US). Tel: Tommy (0733) 394401.

● Swap my *Mario Kart* or *Starfox* for any other goodish game. Tel: Simon (071) 4853601.

● Swap my *Contra III* (US) for *Lemmings*, *Super Star Wars*, *Pebble Beach Golf*. Tel: Jonathan (0206) 382614.

● Swap my UK *Super Mario Kart* for your *Fatal Fury*, any version. Tel: James (0494) 814296.

● Swap my *Super Tennis* (UK) for your decent game. Every game considered (UK/US/Jap). Tel: Lee (0492) 584839.

● Swap *Turtles IV* (US) for *Super Tennis* (US), *Final Fight* (US) for *Final Fight Guy* (Jap) or *FInal Fight* (Jap), *Gradius III* (US) for *Parodius* (US). Must be boxed with instructions. Tel: Paul (0789) 488205.

● *Prince Of Persia* and *JB King*, to swap for two or three Turbo Graphics/Engine games. Or will sell for £50 ono. Tel: Mark (0773) 715075, after 4pm.

● Swap/sell SNES and games convertor, plus two joypads, for Amiga 500 with or without games. Or I'll sell it for £195 or any offers. Worth £300! Tel: Lee (0602) 207059.

● Swap *Turtles In Time* (Jap), top condition, for any game, or sell for about £28. I would like: *Actraiser*, *Contra III*, *Pebble Beach Golf*, *Dragon's Lair* (or anything). Tel: Gareth (0889) 582968.

● Swap Game Boy with *Ducktale* cart for *Final Fight*, *Turtles V*, *Desert Strike* or *Pilotwings*. Tel: Chris (0742) 488181.
● Swap my Game Boy games *Bill & Ted*, *King Of The Zoo* and *Jordan vs Bird* for any good Game Boy games, or all three for a good Super NES game. Tel: (081) 205 0236.
● Swap *Top Gear*, *Castlevania IV*, *Sim City*, for *UN Squadron*, *Axelay*, *Parodius* (UK only), or sell for £25. Tel: (0263) 70689.
● Many SNES/SFC games (US/UK and Jap) to swap. Tel: Nik (061) 9803537.
● Swap UK *UN Squadron* for *Final Fight*, and *Mario V* for *Super Star Wars* or vice versa! Tel: Chris (0742) 488181.
● Swap *Kikikaikai* or *Ranma 1/2* (1 or 2) for my (UK) *Zelda III*, or my painted Game Boy + *Tetris*. Tel: Andrew (091) 5485193.
● Swap/sell SNES (UK) with *Street Fighter II*, excellent condition, for an Amiga, or sell for £85. Tel: Jermaine (0845) 587237.
● Swap *Addams Family* (UK), *Dinosaurs* (Jap), *Super R-Type* (UK) for other games. Tel: Alex (0299) 405410, after 5pm.
● Game Gear Master Gear, adaptor, five good games. All boxed for PC Engine GT with one or two games. Tel: Lee (081) 743 8309.
● *Zelda III* and *Super Aleste* (UK), *Contra III* and *Mystical Ninja* (US) and *Thunder Spirits* (Jap), for swap or sale. Tel: Tim (0602) 244529.
● Swap *Super Mario World* (UK) for *Turtles In Time* with £5 as well. Tel: Chi (081) 319 3897.
● Swap *Addams Family*, *Super Mario World*, and *Spiderman & The X-Men* for other decent SNES games (any considered). Tel: (0633) 216280.
● You could own *Mario Kart*, *Kick Off* or an Action Replay for only £25 each, or a decent swap. Tel: James (0227) 793570.
● Swap Game Boy with two games, for one or two UK SNES games. I would also like to swap a QJ Pro Pad for a normal pad. Tel: Chris (091) 5332807.
● I have *Sim City*, *Mickey Mouse*, *Mario Kart*, *Mario World*, *PGA Golf* – I want *Desert Strike*, *Star Wars*, *Tiny Toons*, *Pebble Beach Golf*. Tel: Gavin (0865) 64423.
● Will swap my Datel Action Replay for your *Pilotwings* or *NHLPA Hockey*. Tel: (0278) 671748.
● Free! (Doubt it, mate!) I've got a SNES + two controllers, one joystick and three games (UK) to swap for SCART Neo Geo or Turbo Grafix. Tel: Jon (0722) 338305.
● Swap UK MD games *Desert Strike*, *Toejam & Earl*, *Sonic*, *Altered Beast* for MD games *PGA Tour Golf 2*, *Hellfire*, *Lemmings*, *Streets Of Rage 2* or SNES games *Super Mario Kart*, *Super Star Wars*, *Super Tennis*, or *Zelda III*. Good condition. Tel: Michael (0420) 477024, after 6pm.
● Swap boxed UK Super NES, with instructions. Tel: Bob (0202) 480958.
● Swap or sell Super NES games. Tel: Gary (0248) 353320, between 4.30 and 6.00pm.
● SNES games to swap! American, English and Jap for almost any other. Also convertor for sale: £10. Tel: (0623) 645563.
● Will swap my SNES with *SFII* for Mega Drive with some games. Tel: Gordon (03302) 3994, after 6pm.
● Swap my UK *Super Soccer* for your *F-Zero*, *WWF* or *Desert Strike*. Other games considered (UK PAL versions only). Also will sell for £35. Tel: (0902) 334265.
● Calling *F-Zero* fans! Will swap *F-Zero* for either *Final Fight* or *Pilotwings*. Tel: Glen (0223) 626334.
● Swap my SNES, two joypads, convertor and four great games, including *Street Fighter II* and *Mario Kart* for Amiga (Liverpool area only). Tel: Jason (051) 4863063.
● I have *Super Probotector*, *Pilotwings*, and *Super Mario World* (all UK). I want *Super Mario Kart*, *Prince Of Persia*, *Super Tennis*, but I'm open to UK software offers. Tel: (0422) 349381.
● Super NES, five games, two joypads, five months old. Worth around £300, will swap for an Amiga 500+ or A600. Tel: Simon (0483) 489146 (Surrey area).
● Swap my copy of *Sim City* (mint condition) for your *Super WWF* or *Road Rash 2* on the Mega Drive! Tel: Matt (021) 4498965.
● Swap my *Mario* for *Pilotwings*, *Actraiser*, *Push-Over* (all UK) or sell for £25. Swap by recorded delivery. Tel: (0380) 729060, after 5pm.
● Swap (UK) *Zelda III* for *Pilotwings*, or *Super Probotector*, *Mickey's Magical Quest*, for *Super Star Wars* or *Super Parodius*. Tel: (0532) 590167.
● Swap UK *Lemmings*, almost new, great condition, box, book, for UK *Super Probotector* or UK *Addams Family*. Must be in good condition. Tel: (0501) 31813.
● Swap *Zelda III* and *Castlevania*, both UK and boxed, with instructions. Wanted: *Mario World* and *Super Tennis* (UK only). Tel: (0279) 755681.
● Swap any one: *Hat Trick Hero* (Jap); *Top Racer* (Jap); *Exhaust Heat* (Jap); *Ghouls 'n' Ghosts* (Jap), for *Mario V* (Jap) or *Parodius/Axelay* (Jap). All boxed with instructions. Tel: (051) 2594139.
● Swap UK *Krusty's Fun House* for *Final Fight*, *Madden '93*, *Lemmings*, *Tiny Toons* or *Bart's Nightmare*. Tel: (0502) 568412.
● I will swap my *Super Soccer*, *Super Tennis* and *F-Zero* for *NHLPA*, *Hat Trick Hero* or *Pro Baseball League '93*. Tel: Gareth (0737) 642120.
● SNES games for swap: *Mario World*, *Super Tennis*, *Super Aleste*. Wanted: *John Madden*, *NHLPA Hockey*, *Bulls vs Blazers*, *Human Grand Prix*. Tel: Wayne (071) 274 7295.

GAMES FOR SALE

● *Desert Strike* £30, *UN Squadron* £30, *Prince Of Persia* £40. All boxed and new. Tel: Andy Hutchinson (0706) 818685.
● SNES games for sale: *F-Zero*, *Joe & Mac*, *Super Probotector*, *Turtles* (Jap), *UN Squadron*, *WWF*, and *Zelda III*, each for £15. Also *Street Fighter II* (US) for £30 Tel: Daryl on (0564) 778589.
● *Krusty's Super Fun House* for sale, £25 ono (doesn't inc box or instructions) or swap for any game. Tel: (0793) 497361.
● I have three NES games (*Duck Tales*, *Gremlins 2* and *Joe & Mac Caveman Ninja*). I will sell them for £13 each. Tel: Chris (0234) 360265.
● 10 Atari ST games for sale, including *Strider*, *Lemmings*, *Prince Of Persia*. Sell for £50, or swap for any good SNES games. Tel: Steve (081) 460 0343.
● UK *Addams Family* £30, UK *Lemmings*, *Pilotwings*, *Super Mario World*, *Super Tennis* and *Zelda III*: £35 each. US *Contra III* and convertor: £40. All games come with instructions. Tel: Andrew (0753) 867047. Must live near Windsor or Slough.
● *Street Fighter II* and Hori Fighting Stick for sale, or swap for any US or Jap games. Price £30 each, or £50 together ono. Tel: Niki (081) 304 0934.
● *Bart's Nightmare* (PAL) *Joe & Mac* (US), *Mario Paint* (Jap), *Lemmings* (Jap) £30 each, or £80 for all! Barg! Tel: (0945) 816287, after 7pm.
● *Super Aleste* (best vertical scrolling shoot-'em-up) for sale! Box, game, booklet, all in perfect condition, £30. Tel: Sean (081) 422 8260.
● American *Out Of This World* (aka *Another World*) for £25, mint condition. Tel: Steve (0222) 822984.
● UK *Street Fighter II* for £40, or swap for UK *Mickey's Magical Quest*. Tel: (081) 665 1865.
● SNES games for sale: *Zelda III* (UK), *Super Tennis* (UK) and *Mario* (UK). £25 each or consider swap for *Axelay* (UK), or *UN Squadron* (UK). Tel Michael (0224) 630625.
● SFC *Super Star Wars* £35; US SNES *Bart's Nightmare* £22, *M Ninja* £22, *Lemmings* £20, *Ghouls 'n' Ghosts* £26, *Super Tennis* £20, *PGA Tour Golf* £22, *Pilotwings* £22, *World League Soccer* £15. UK *Super R-Type* £17. Leave message on answerphone, I'll get back to you. Tel: (0602) 813584.
● I'm willing to sell or swap *Pilotwings*, *Super Tennis* or *SFII* for *Zelda III*, *Wing Commander* or *Actraiser*. I will swap any two of mine for one of yours. Tel: Chris (0225) 863553.
● I will swap/sell *SFII*, *Pilotwings*, *Super Tennis* for £25 each, or swap any two for *Zelda III*, *Actraiser* or *Wing Commander*. Tel: Chris (0225) 863553
● Jap *Super Star Wars* £40, *Mickey Mouse* £40 or swap either for *Ranma 1/2 Part Two*. Also *Contra III* for sale, no box or instructions, £20 ono. Tel: Stephen (0524) 410537.
● *Smash TV* (UK) and *Ghouls 'n' Ghosts* (UK), only £28 each. Also Action Replay for only £35. Buyer must be able to collect. Tel: Sam (081) 882 0910.
● Master System and six games, only £54.99. Also Game Boy games, cheap prices and great titles inc *Star Wars* and *Mega Man*. Tel: John (0272) 655345.
● For sale, Game Boy games going cheap (from £10). Tel: Anthony (0244) 674610.
● Neo Geo game for sale, *King Of The Monsters* (55 meg). Cost £120, sell for £75 ono. Tel: Colin (0793) 643811.
● *Street Fighter II* (US, boxed, as new) with new Turbo 360 pad, £45. Tel: (0935) 74261.
● For sale: *Super Star Wars* US (boxed £40), *Zelda* (boxed UK £25), *Soul Blazer* (US boxed £30), or swap *Actraiser*, *Mario Kart*, *Pugsley* or what have you. Tel: (0243) 778942.
● *Lemmings* (US), *Pilotwings* (UK, without instructions), *Prince Of Persia* (US) for sale at £25 each, or £70 the lot. Tel: Alex (0372) 842946.
● SNES Datel adaptor (with switch) £5, original SNES controller £5, Game Boy *Probotector* £7, SNES *F-Zero* (UK) £20. All in excellent condition, with boxes and instructions. Tel: Ash (081) 672 7025, after 4pm.
● *Prince Of Persia* £30 (Jap), *Parodius* £30 (Jap), *Pilotwings* £25 (Jap), *Super Valis IV* £25 (Jap), *Castlevania IV* £25 (Jap), *Lagoon* £30, US *Gods* £30, US *Wing Commander* £35 (month old), US *Final Fantasy: Mystic Quest* £35, US Honey Bee convertor £7. Prices negotiable, or £250 for all. Will swap any one game for *Ranma 1/2 Part Two* (or buy). Tel: Ben (0243) 825138.
● For sale: UK *Turtles IV* (brand new) £30, and US £25. Or swap either for *Sim City* (UK) or *Desert Strike* (UK). All games considered. Tel: Nathan (0400) 61665.
● UK *Zelda III* £30, UK *Super Tennis* £25 and US *Faceball 2000* £25 (perfect condition). Tel: Ian (0225) 427196.
● *Castlevania IV* (UK) £25 and *Mario IV* (UK) £20, or will swap these for any good games, UK or US. Tel: Philip (0482) 821220.
● *Zelda* (UK) £30, *Super Tennis* (UK) £30, *Super Mario World* (UK) £25, all boxed except *Mario*. Excellent condition. Tel: James (071) 435 1958.
● SNES games for sale: *SFII* (US) £37, *Super Mario World* (Jap) £19, *Super Tennis* (Jap) £19. Includes postage. Tel: (0902) 745235.
● Super NES games for sale: *Street Fighter II*, ex condition, US £45; *Joe & Mac*, ex condition, US £40; *SMBIV* (box a bit tatty) Jap £20. All include instructions. Swaps considered. Tel: Joe (0225) 333443.
● I have got *Double Dragon* and *Super Spike Volleyball* for sale, each at £15, with box and instructions. Tel: Guy (0872) 75844.
● Super Nintendo games. *Batman Returns* £34, *Pilotwings* £27, *Ranma 1/2 Part Two* £37. All boxed with instructions. Tel: Max (071) 735 6944, after 4pm.
● For sale: *Pilotwings*, *Zelda III* (UK) £30, *Top Racer* (Jap) £25, fully boxed, excellent condition. Also five Game Boy games, £30 the lot. Tel: Kimwen (081) 691 7456.
● Super Nintendo and Mega Drive games for sale (20 SNES titles available, between £16 and £30). Tel: (081) 455 2373, after 5pm.
● *Street Fighter II* UK, with instructions, no box, ex cond. Will sell for £40, or swap for US *Legend Of The Mystical Ninja*. Tel: (081) 808 7317, after 4.30pm.
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AUGUST 1993 ISSUE 10

INDEPENDENT SUPER NINTENDO MAGAZINE
SUPER PLAY

I BE!

"It's humiliating, that's what it is. I've got chronic pneumonia from last month's windowsill ordeal, I *still* haven't been fed, and now I've got to stand here in this ridiculous clobber trying to sell you a copy of *Jimmy Connors' Pro Tennis Tour* along with your subscription.

Now, I've played *Jimmy Connors*, and I just loved it, and it does indeed seem inordinately generous for *Super Play* to be offering you the game for the amazingly low price of £19.99, along with your already bargain-priced subscription.

But tiger-like animals hate having to dress up in silly clothes even more than they hate getting wet, and even more than they hate being hungry. So come on! By subscribing you'll not only be doing yourself a favour, but you may be doing me one too – if enough people take up the offer it's just possible that *Super Play* will stop being horrible to me."

BACK ISSUES

ISSUE 1
The first ever issue! Featuring a complete guide to the SNES, games like *Super Mario Kart* and *Bart's Nightmare*, and a free pin badge!

ISSUE 2
Even bigger and even better, with a massive feature on baseball games, tons on *Zelda III*, a Japanese show report, player's guides and more!

ISSUE 3
A free poster, a massive CD ROM feature, a giant *Super Mario World* guide, a review of *Mickey's Magical Quest*, but – oh no! Sold out!

ISSUE 4
Loads about special chips in game carts, plus *Super Star Wars*, *Human Grand Prix*, tips to *Actraiser* and *Another World* and much, much more!

ISSUE 5
Boasts a giant CES report, a four-player adaptor feature, reviews of *Assault Suits Valken* and *Tiny Toons*, a *Desert Strike* guide and more!

ISSUE 6
The fabulous *Starfox* previewed, Japanese comics revealed, a giant *Starfox* poster and the best *Street Fighter II* tips yet! And loads of reviews. Wow!

ISSUE 7
Loads on Japanese RPGs, lots on *Starfox*, SNES joysticks and pads, *Pugsley's Scavenger Hunt* reviewed, a *Mickey Mouse* guide and – yes! – more!

ISSUE 8
Behind the scenes with Bullfrog, *Nigel Mansell* and a driving game special, a review of *Pop'n Twinbee* and a massive *Starfox* guide, and more!

ISSUE 9
Street Fighter II Turbo previewed, reviews of *Super Bomberman* and *Alien*³, a huge feature on game music CDs and a guide to *Pugsley's Scavenger Hunt*. Cor!

Stop it! How can you live with yourselves? Look, I'll buy a subscription and/or some back issues, but please give Neko a break!

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NEXT MONTH IN SUPER PLAY!

INTERVIEW SPECTACULAR!

This is the big one, behind-the-scenes information fans! Next issue we'll be talking to everyone: game designers, programmers and graphic artists from Britain, America and Japan, hardware manufacturers, company bosses, software managers, the lot! For the full background story on what's happening in the world of the SNES, where it's happening, and why, you can't afford to miss this issue. Some of the things it reveals will *really* surprise you!

...but Interplay and Virgin (above) are among those we'll see.

We'll chat to Japanese firms like Capcom (left)...

Leaving Matt and *Sega Power*'s Mark Ramshaw all tuckered out.

We won't interview Mr Frosty...

So are top creators like DMA Design (left).

JAPANESE GAMES – THE INSIDE STORY

Oh dear. What can we say? As you'll have noticed, *Super Play*'s epic, seven-months-in-the-making insider's view of the Japanese games industry once again failed to appear this ish. The reason is simple: Nintendo got wind of our plans (perhaps there's a mole in the *Super Play* camp?) and installed female guards on all its important Japanese facilities. Female guards were, of course, immune to our heroine's charms, hence her failure to get past the front door. So who's our new agent? Well, who else but you-know-who. He surely can't fail...

Peter Evans, our man in Japan, and, we hope, our secret weapon.

REVIEWED!

Troddlers, *First Samurai*, *Super Back To The Future 2* and *World Soccer* take centre stage next month, alongside the likes of *Super NBA Basketball*, *Tom & Jerry*, *Super Family Tennis* and *Super Formation Soccer 2*. With a bit of luck, we'll just manage to squeeze in reviews of – yes! – the fabulous four-games-on-one-pack *Super Mario Collection*/ *Mario All Stars*, and the first top-notch Super Scope game, *Yoshi's Road Hunting*/ *Yoshi's Safari*, too! And, of course, as we always say (but that doesn't make it any less true) there'll be loads more!

***Clayfighter* and *Clay Mates*. Clay hey!**

Mothers 'n' *Troddlers*.

TIPPED!

You want player's guides? We've got player's guides! Thrill to a giant how-to-complete-the-game-using-absolutely-no-continues-and-so-get-a-better-ending *Final Fight 2* special amongst next issue's treats! We've also got an in-depth guide to the second *Dragon Ball Z* game – if you're having trouble working out this ultra-complex (and weird) Japanese beat-'em-up, you won't after reading this. Plus, new boy Dan 'The Man' Jevons really gets into his stride with Mode 7, making it more than ever the Super Nintendo world's biggest, brightest, and most up-to-date cheats column.

All *Final Fight 2*'s secrets are yours for the taking.

PLUS!

More Gamefreak, more Fantasy Quest, more Live From Hell City, more Blabbermouth (with Kris and Tel) and more of the hot news that has made *Super Play* famous! Plus! Scoop news of Konami's fabulous new *Kris & Tel* game! And finally! We introduce you to a new permanent *Super Play* staff member! (NB One of the above may not be strictly true.)

What is it?
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SUPER QUIZ

THE ANSWERS!

Confused by this month's Super Quiz (back on page 22)? Who wouldn't be? Now, to put you out of your misery, here're the answers:

1) *Doomsday Warriors*
2) Happosai
3) Sonya Blade
4) Nine
5) Thailand
6) Nobody knows yet!
7) Eliza
8) *Super Mario Land 2* on the Game Boy
9) Peck

END OF QUIZ BOSS
a) Namco Electric Symphony
b) Taito
c) *Y's I & II*
d) 96% (*Solstice II* in *SP*8)
e) *LED Storm or Ghouls 'n' Ghosts*

And if you thought that was really tough, wait until you see next month's quiz! It'll just be *so* hard you won't believe it!

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